CORRIDOR

OFFICIAL GUIDE

7

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Corridor 7 Official Strategy Guide

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About the Author

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A Note From the Author

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Corridor 7 Official Strategy Guide

It's the year 2012, and Dr. Donald Fox, an exo-biologist on a mission to Mars, returns to Earth with an artifact from the red planet. The artifact is taken to an underground government weapons-research facility known as Delta Base. Delta Base, located in the Nevada Desert, is the only facility of its kind that can test such an object. The object is subjected to a series of tests in an underground laboratory known as Corridor 7.

During one of the tests, the object begins to change. Most of the lab is destroyed immediately. Stunned scientists watch in horror and amazement as short, humanoid life forms began streaming out of the doorway created by the artifact. In no time at all, Corridor 7 and Delta Base are overrun, and most of the inhabitants lie dead or dying.

You are elected to fly to Delta Base to investigate the distress signals. Shortly after you land at Delta Base, the intruders activate a shield around the base. Nothing else can get in ... *and you can't get out.*

Your only hope—humanity's only hope—is to enter Delta Base and proceed to Corridor 7 while eliminating most or all of the intruders. There, you will try to destroy the artifact and close the doorway that it opened.

You realize that the element of surprise is in your favor, but the odds are against you. You hope there are resources inside Delta Base that you can use.

You unsling your Close Assault Weapon (C.A.W.), lower your visor, and walk through the door.

The Game

Corridor 7 takes you through multiple levels of an alien-infested building. You start at level 1 and work to level 30 or 40, depending on whether you are playing the disk or CD version of the game (see "Corridor 7 CD Differences").

As you work your way down, you will encounter many aliens of different sizes and abilities. You will gather strength and resources from inside Delta Base. Through sheer guts and cunning, you will crush the alien invasion.

The Book

This book is designed to help you be victorious and get the most out of the game. The book first leads you through the process of installing Corridor 7 and then shows you how to run the game with various options.
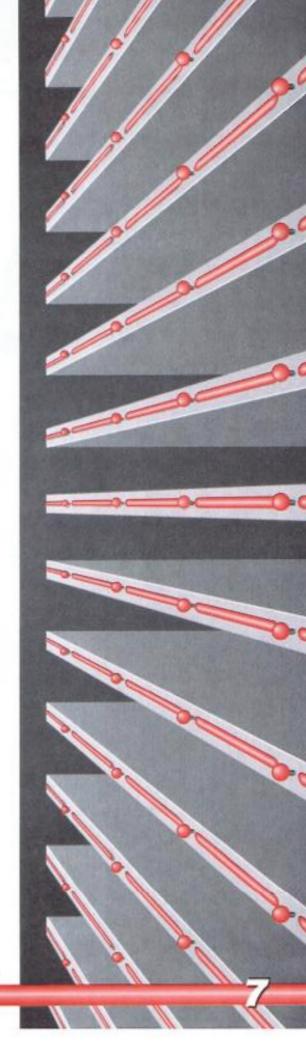
Detailed information is provided on the various weapons, resources, and enemies to make sure that you use the right tool for the right job.

The book leads you through all the levels (the 30 original levels and the extra 10 CD levels), providing tips that can make your job easier.

The "Strategy and Tips" section provides more helpful hints that you can use to get through Delta Base alive.

Last but not least, you'll learn the ins and outs of network and modem play, as well as where to find more information on Corridor 7.

Pick up your gear, and let's get started!

This book covers the original floppy disk version of Corridor 7 as well as the new CD-ROM version. This section details the major changes in the CD version; subtle and individual changes are noted throughout the book.

When I mention something that is particular to the floppy disk version, a small picture of a floppy disk appears next to that text.

When I mention something that is particular to the CD version, a small picture of a CD-ROM disk appears next to that text.

Major Differences

The CD version of Corridor 7 has all the features of the original disk version, as well as the following features:
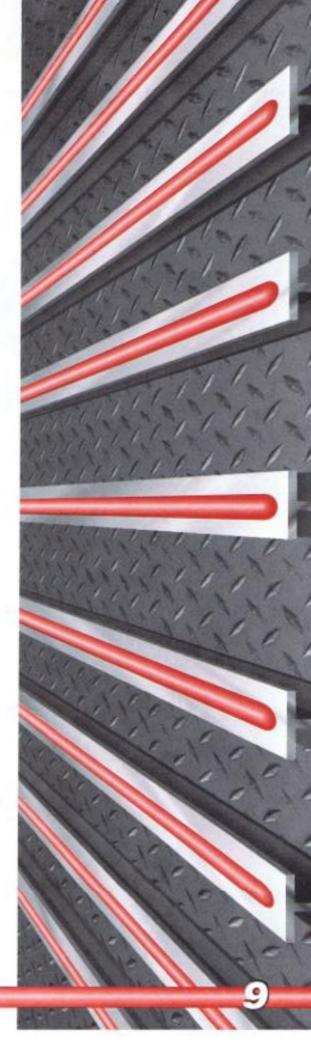
- Three new weapons
- Three new aliens
- Several new wall textures, including some animated (moving) textures
- Blue security force fields do not hurt you when activated
- Ten new levels beyond Corridor 7, on the aliens' home world

- Alien transporters on levels 31 through 40 (the alien-world levels)

- Network and modem play, so that you can play Corridor 7 against your friends

- Animated sequences at the beginning and at key locations throughout the game

- Digitized voices for Delta Base's computer and the aliens
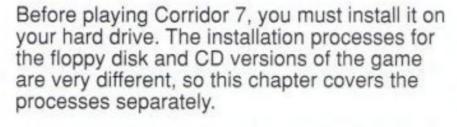
Note: Installation of the CD version is more extensive; you can install all of the game or only part of it. (The Full Install option takes 6M of space on your hard disk, and the Normal Install option takes only 2M.) You also can install the game on a network.

Before playing Corridor 7, you must install it on your hard drive. The installation processes for the floppy disk and CD versions of the game are very different, so this chapter covers the processes separately.

Before installing the game, you should make sure that your computer meets or exceeds the basic hardware requirements for Corridor 7. The following table outlines the minimum requirements for the disk and CD versions:

	Disk	*CD*
Computer	386	386 (25 MHz)
Memory	2M RAM, 590K free	2M RAM, 590K free
Video	VGA	VGA
Hard disk	8M free space	8M free space*
Operating system	MS-DOS 5.0	MS-DOS 5.0
Sound card	AdLib, SoundBlaster, Sound Blaster Pro, Logitech Soundman, SoundBlaster-compatible board	AdLib, SoundBlaster, SoundBlaster Pro, Logitech Soundman, SoundBlaster-compatible board
CD-ROM drive	Not required	Required**
Joystick/ mouse	Recommended	Recommended

*May require less, depending on installation option.

**A double-speed drive or better is recommended.

Installing the Floppy Disk Version
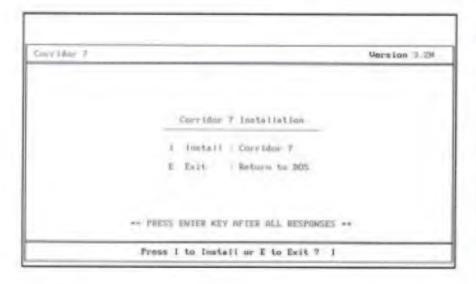
To install the floppy disk version of Corridor 7, you must have at least 8M of free disk space. More disk space is necessary if you want to save games; at least 1M of free space is recommended.

To install the game, follow these steps:
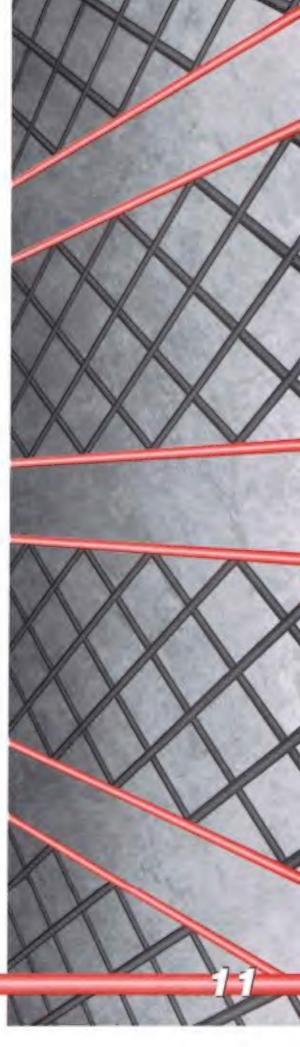
1. Place the disk labeled Disk 1 in your disk drive.

2. At the DOS prompt (typically, c:\>), type **a:install**.

   Note: If you put the disk in your B drive, type **b:install** instead.

3. Type **I** and press Enter to begin installation, as shown in the following figure.

```
Corridor 7                                          Version 3.2M




                    Corridor 7 Installation

              I  Install  : Corridor 7

              E  Exit      : Return to DOS



          ** PRESS ENTER KEY AFTER ALL RESPONSES **

          Press I to Install or E to Exit ?  I
```

4. The installation program asks you what drive you want to install Corridor 7 on. Type the letter of the drive and then press the Enter key.

If you want to install the game on your C drive, for example, type the letter **C** and then press Enter.

Note: If you specify a drive that does not exist or that will not work with the game, the install program tells you about the problem.

5. Next, you need to tell the install program what directory you want to install the game in. The default is `\CORR7`; press Enter if this directory is where you want to install the game. If not, type the name of the directory where you want to put Corridor 7, and then press Enter.

6. Before starting the installation, the program asks you this question:

   ```
   OK to install Corridor 7 to C (Y/N)?
   ```

   If you are sure, press Enter to accept the default answer, **Yes**. If you are not sure, type **N** and then press Enter; the install program stops.

7. The program copies the files to your hard drive. At one point, the program prompts you to insert Disk 2. Take Disk 1 out of the drive, insert Disk 2, and type **Y** to continue the installation.

8. When the installation is complete, the install program displays this message:

   ```
   <<< ALL FILES SUCCESSFULLY TRANSFERRED >>>
   ```
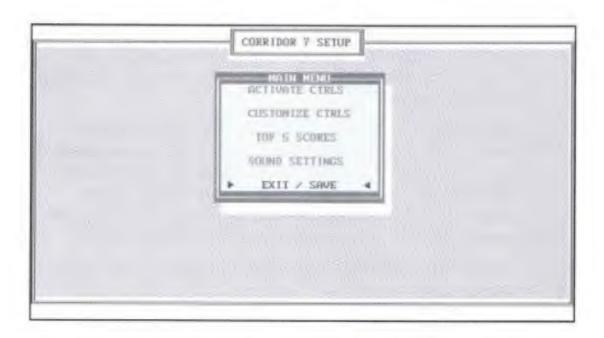
   Press Enter twice to end the installation program.

9. A help file may be displayed after installation is complete. This file explains things that have changed since the manual was printed. Press the PgUp and PgDn keys to move through the file; press the Esc key to exit.

Setting up the Floppy Disk Version

After the install program finishes, the setup program runs automatically. This program uses a simple menu interface, shown in the following figure, to set up Corridor 7.

```
                    CORRIDOR 7 SETUP

                    ════MAIN MENU════
                    ACTIVATE CTRLS

                    CUSTOMIZE CTRLS

                    TOP 5 SCORES

                    SOUND SETTINGS

                 ►    EXIT / SAVE    ◄
```

Press the up- and down-arrow keys to move the highlight (the triangles on either side of a menu item) to the item that you want to select, and then press Enter.

Follow these steps to set up Corridor 7 on your computer:

1. From the main menu, use the arrow keys to move to ACTIVATE CTRLS, and then press Enter. A small box appears, enabling you to indicate whether you will use a mouse or a joystick with Corridor 7.

2. Highlight JOYSTICK or MOUSE, and press Enter to toggle the selection between ON and OFF. Turn ON the JOYSTICK if you want to use a joystick with Corridor 7; turn ON the MOUSE if you want to use a mouse.

   When you finish making your selection, highlight BACK TO MAIN MENU and press Enter.

3. If you want to customize the way that the mouse, joystick, or keyboard works with the game, highlight CUS-TOMIZE CTRLS and press Enter. A small box pops up, enabling you to SET KEYBOARD KEYS, SET MOUSE BUTTONS, or SET JOYSTICK BUTTONS.

● To set keys on the keyboard to perform specific actions, highlight SET KEYBOARD KEYS and press Enter. The default keys appear next to the actions that they perform. Most key names are abbreviated; UP ARW means the up-arrow key, RSHIFT means the right Shift key, and so on.

Use the arrow keys to move to the action that you want to change, and press Enter. Then press the key that you want to use for that action. To use the left Shift key for RUN, for example, move to RUN, press Enter, and then press the left Shift key. The description of the key now reads LSHIFT (left Shift key).

When you finish setting keys, highlight GO BACK and press Enter.

● To set the mouse buttons, highlight SET MOUSE BUTTONS and press Enter. The default buttons appear next to the actions that they perform.

Use the arrow keys to move to the action that you want to change, and press Enter. Then click the mouse button that you want to use for that action. To use the left button for FIRE, for example, highlight FIRE, press Enter, and then click the left mouse button. The button description changes to LEFT.

When you finish setting mouse buttons, highlight GO BACK and press Enter.

● To set the buttons on your joystick, highlight SET JOY-STICK BUTTONS and press Enter. A small box pops up to enable you to change the joystick buttons.

Note: The floppy disk version of Corridor 7 supports only two joystick buttons.
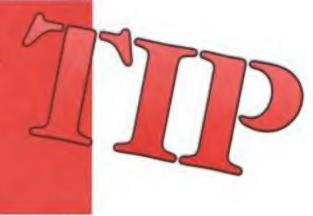
The joystick-settings box works differently from the keyboard and mouse settings boxes. You pick the button you want to define and then select an action, instead of picking an action and then assigning a key or button.

To use button 1 to RUN, for example, highlight JOY BUT-TON 1 and press Enter. Then press button 1 on the joystick to change the action. Each press of the button moves to a different action. Press Enter when the correct action is displayed.

When you finish setting joystick buttons, highlight GO BACK and press Enter.

4. When you finish customizing controls, highlight BACK TO MAIN MENU and press Enter.

5. If you want to see the current top-five scores, highlight TOP FIVE SCORES and press Enter. Press Enter again to return to the main menu.

6. If you want to customize the way that Corridor 7 uses sound, highlight SOUND SETTINGS and press Enter. A small box appears, enabling you to customize the sound options.

   - To turn the background music on or off, highlight BACKGROUND MUSIC and press Enter. Highlight SOUND-BLASTER or OFF and press Enter. Highlight GO BACK to return to the SOUND box.

The background music can add to the mood when you play Corridor 7. Some people, however, find the music distracting. Try playing with the music first. You can always run the setup program again and turn the music off if you find that you don't like it.

TIP

- To configure sound effects, highlight SOUND EFFECTS and press Enter. Highlight SOUNDBLASTER, PC'S SPEAKER, or OFF, and then press Enter. Highlight GO BACK to return to the SOUND box.

- To configure digital effects (if you have a SoundBlaster or compatible sound card), highlight DIGITIZED EFFECTS and press Enter. Highlight SOUND-BLASTER or OFF, and then press Enter. Highlight GO BACK to return to the SOUND box.

TIP

Corridor 7 uses the BLASTER environment variable to indicate what interrupt and I/O port to use when the game talks to your SoundBlaster or compatible sound card. Make sure that your AUTOEXEC.BAT file contains a line similar to BLASTER=A220 I7 D1 H5 P330 T6. For more information about the BLASTER variable, see your sound-card documentation.

7. After you configure the sound options, highlight BACK TO MAIN MENU and press Enter.

8. After you set all the options, highlight EXIT/SAVE and press Enter. The setup program enables you to save or ignore your changes; highlight the option you want and press Enter.

   - SAVE saves your changes and exits the program.

   - QUIT exits the program without saving your changes.

   - CANCEL returns you to the setup program's main menu so that you can make more changes.

9. The setup program ends, and you return to the DOS prompt. At this point, you are ready to play Corridor 7.

Note: You can run the setup program at any time to make changes. From the directory in which you installed Corridor 7, type **setup** and press Enter. Then follow the steps outlined in this section to make changes.

To play the game now, type **CORR7** and press Enter. If you encounter any problems in running the game, see the "Troubleshooting Guide" later in this book. For additional information about running Corridor 7 (including command-line options), turn to the next chapter, "Starting Corridor 7."

Installing the CD Version

Installing the CD version of Corridor 7 is a bit more complex than installing the floppy disk version. The CD version gives you three installation options:

● *Normal.* This option requires 2M of hard drive space and uses the CD drive to access most of the graphics. Although it conserves hard drive space, this option can cause Corridor 7 to run more slowly.

● *Full.* This option, which requires 6M of hard drive space, runs only the animations and minimal graphics from the CD. This option uses more hard drive space, but it makes the game run more smoothly.

  Note: When you exit a game that was installed with the Full option, files are deleted from the hard drive to conserve space. The next time you run Corridor 7, the CD must be in the CD-ROM drive so that the files can be copied to the hard drive again. You can choose an option to keep the files on the hard drive, however. For more information, see "Starting Corridor 7" later in this book.

● *Network.* This option, which installs the game for network play, uses the same amount of disk space as the Full option.

Note: You do not have to install the game twice—once for Full or Normal and once for Network. If you think that you might ever use the Network option, use the Network installation. For more information on controlling which version (solo or network) you run, see "Starting Corridor 7" later in this book.

Note: You do not have to use the Network option if you are going to play over a modem. Use the Full install instead.

Whether you choose to use the Normal, Full, or Network option, the installation process is the same. To install Corridor 7, follow these steps:

1. Place the Corridor 7 CD in your CD-ROM drive.

2. From the DOS prompt, type **d:** and press Enter. (You should replace the *d* with the drive letter assigned to your CD-ROM drive. If your CD-ROM drive is E, for example, type **E:** and press Enter.)

3. Type **install** and press Enter. The main installation screen appears, as shown in the following figure.

4. The default installation installs the game, with the Normal option, on drive C, in the directory \CORR7CD. If you want to accept the default, skip to step 8.

5. To change the drive on which Corridor 7 will be installed, press the up- and down-arrow keys to highlight Change Install Drive, and then press Enter. The install program displays the drives on your system. Highlight the drive you want to use and press Enter.

6. To change the directory in which Corridor 7 will be installed, press the up- and down-arrow keys to highlight Change Install Path, and then and press Enter. Type the name of the directory in which you want to install the game, and press Enter. If you want to install Corridor 7 installed in the directory \GAMES\CORR7CD, for example, type **\games\corr7cd** and press Enter.

7. If you prefer a Full or Network installation, press the up- and down-arrow keys to highlight Change Install Type, and then press Enter. The install program displays the three installation options; highlight FULL or NETWORK and press Enter.

   Note: The Network installation option enables you to specify drives other than C and D by using the Change Install Drive option. Although you can specify any drive letter from C to Z, make sure that you specify a drive that exists; otherwise, you get an error message.

8. To begin the installation, press the F10 key. The installation program installs the game on the drive and in the directory that you specified.

9. When the installation finishes, the install program displays the following message:

   ```
   Installation SUCCESSFUL <press a key>
   ```
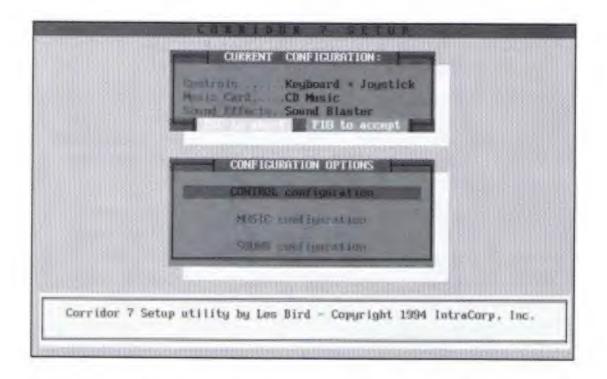
   Press Enter to end the installation process and return to the DOS prompt.

Setting Up the CD Version

After installing the CD version of Corridor 7, you must run the setup program to configure the game for your hardware. To start the setup program, type **setup** at the DOS prompt, and then press Enter.

The setup program's main menu displays the current settings, as shown in the following figure. You make changes by pressing the arrow keys to highlight an option and then pressing Enter to select that option.

To configure the game for your hardware, follow these steps:

1. Highlight CONTROL configuration and press Enter. A small box appears, showing each control option (JOYSTICK, MOUSE, and KEYBOARD).

2. If you want to configure the joystick, highlight JOYSTICK and press Enter. The setup program displays a small CONFIGURE BUTTONS box. This box shows the active config-

uration (JOYSTICK, GAMEPAD, or OFF) and the current setting for each button.
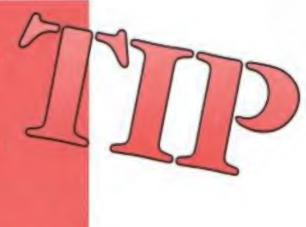
- Highlight JOYSTICK and press Enter to specify the joy-stick control that you want to use. If you have a nor-mal joystick, choose JOYSTICK ON. If you have a Gravis gamepad (or another multibutton gamepad), choose GAMEPAD ON. If you don't want to use a joystick, choose JOYSTICK OFF.

- Highlight each button that you want to define, and then press Enter. An ACTIONS box appears, showing the actions that you can define for the button. You can choose No Action, Fire Weapon, Use/Open, Strafe, Run, Drop Mines, Visor, and Map. Highlight the actions you want and press Enter.

3. When the joystick is configured the way you want it, press Esc to return to the CONFIGURE CONTROLS box.

4. If you want to configure the mouse, highlight MOUSE and press Enter. A small box appears, showing the status of the mouse (ON or OFF) and the current button configura-tion.

- To activate or deactivate the mouse, highlight MOUSE and press Enter. Then choose MOUSE ON or MOUSE OFF.

- To define the action for each button, highlight the appropriate button and press Enter. An ACTIONS box appears, in which you can choose the action that you want to assign to the button. You can choose No Action, Fire Weapon, Use/Open, Strafe, Run, Drop Mines, Visor, or Map. Highlight the action you want and press Enter.

5. When the mouse is configured the way you want it, press Esc to return to the CONFIGURE CONTROLS box.

6. To configure the keys on the keyboard, highlight KEYBOARD and press Enter. A box appears, showing the various actions possible in the game and the keys that are cur-rently defined.

- Highlight the action that you want to change and press Enter; then press the key that you want to perform the action. To change the RUN action to the left Shift key (my preference), for example, highlight RUN, press Enter, and then press and release the left Shift key. The RUN action now displays LSHIFT.

7. When the keyboard is configured the way you want it, press Esc to return to the CONFIGURE CONTROLS box.

8. After you configure the controls, press Esc to return to the main menu.

9. To configure the music choices, highlight MUSIC configuration and press Enter. A small MUSIC box appears, enabling you to configure the way that the music is played. You can choose AdLib, CD Music, or NONE.

- If you prefer to play the game without background music, choose NONE.

- If you have a SoundBlaster or compatible digital sound card, you can choose CD Music. This option causes your sound card to play a digitized version of the music directly from the CD during game play. The quality of the music is high, but if you have a slower machine, you may notice a slowdown in performance.

TIP

Corridor 7 uses the BLASTER enviroment variable to indicate what interrupt and I/O port to use when the game talks to your SoundBlaster or compatible sound card. Make sure that your AUTOEXEC.BAT file contains a line similar to SET BLASTER=A220 I7 D1 H5 P330 T6. *For more information about the BLASTER variable, see your sound-card documentation.*

● If you have an AdLib or compatible sound card (most
   SoundBlaster cards can emulate an AdLib card),
   choose the AdLib option. The sound is not as crisp as
   it is with the CD Music option, but the game may play
   more smoothly.

> *The background music can add to
> the mood when you play Corridor 7;
> the CD Music option is especially well
> done. Some people, however, find
> the music distracting. Try playing
> with the music first. You can always
> run the setup program again and
> turn the music off if you find that
> you don't like it.*

TIP

10. Highlight your MUSIC choice, and press Enter to select
    that option and return to the main menu.

11. If you want to configure the way sound effects are
    played in the game, highlight SOUND configuration and
    press Enter. A SOUND box appears, enabling you to
    choose how the sound effects will be played. You can
    choose NONE, PC Speaker, AdLib, or SoundBlaster.

    ● You will seldom, if ever, choose to play without sound
       effects. Choose NONE, however, if you do not want to
       hear anything—doors opening and closing, gun-
       shots, alien noises, and so on.

    ● If you don't have a sound card or are experiencing
       problems with the sound effects, choose PC Speaker.
       The sounds will be very arcade–like, and some
       sounds will be indistinguishable from others, but you
       will have sound effects.

    ● If you have an AdLib card but not a SoundBlaster,
       choose AdLib. (You also may want to choose AdLib if

you encounter problems with sound effects in the game.)

● If you have a SoundBlaster or compatible card, choose Sound Blaster. This option gives you the best-quality sound effects.

12. Highlight your SOUND choice, and then press Enter to select that option and return to the main menu.

13. When you finish configuring the game, press the F10 key. An EXIT SETUP box appears, giving you the choice of saving your changes or exiting the setup program without saving. Choose SAVE to save your changes and exit. Choose EXIT to exit without saving.

The setup program ends, and you return to the DOS prompt. At this point, you are ready to play Corridor 7.

Note: You can run the setup program at any time to make changes. From the directory in which you installed Corridor 7, type **setup** and press Enter. Then follow the steps outlined in this section to make changes.

To play the game now, type **CORR7** and press Enter. If you encounter any problems in running the game, see the "Troubleshooting Guide" later in this book. For additional information about running Corridor 7 (including command-line options), turn to the next chapter, "Starting Corridor 7."

Now that you have installed the game, it's time to get down to business and start eliminating the alien threat. This chapter takes you through the process of starting and exiting Corridor 7, and also covers the various options that you can access from the main menu.

Starting the Disk Version

To start the floppy disk version of Corridor 7, follow these steps:

1. At the DOS prompt, type **c:** and press Enter. (Type a different letter if you didn't install the game on the C drive.)

2. Type **cd *directory*** (*directory* is the directory in which you installed the game) and press Enter. If you installed the game in the default \CORR7 directory, for example, type **cd \corr7** and press Enter.

3. Type **corr7** and press Enter. The main title screen appears.

4. To start the game, press Enter. To watch the opening sequence and see the story to this point, just sit back and watch. The opening credits and sequence repeat until you press Enter.

◉ Starting the CD Version

To start the CD version of Corridor 7, follow these steps:

1. At the DOS prompt, type **c:** and press Enter. (Type a different letter if you didn't install the game on the C drive.)

2. Type **cd** *directory* (*directory* is the directory in which you installed the game) and press Enter. If you installed the game in the default \CORR7 directory, for example, type **cd \corr7** and press Enter.

3. Type **corr7** and press Enter. The main title screen appears.

4. To start the game, press Enter. To watch the opening sequence and see the story to this point, just sit back and watch. The opening credits and sequence repeat until you press Enter.

Using a Boot Disk

If you find you do not have enough memory to run Corridor 7, or to run the game in full-screen mode, you might need a boot disk. See the "Troubleshooting Guide" section later in this book for more information on using a boot disk.

Options for Starting Corridor 7

When you start Corridor 7, you can use a few command-line options to control the way the game uses memory, to access the cheat codes, and so on.

Instead of just typing **corr7** to start the game, you can add a parameter or two before pressing Enter. Typing **corr7 noems**, for example, prohibits Corridor 7 from using any EMS memory.

The following sections list the parameters that you can use with Corridor 7. You can use as many or as few parameters as you like, so long as no two parameters conflict.

HIDDENCARD

Use this parameter if Corridor 7 refuses to run and displays a message that recommends using this parameter.

KEEPFILES

After running, Corridor 7 normally deletes large files from the hard drive to conserve space. This procedure means that the game has to recopy the files from the CD-ROM every time you want to play it.

The KEEPFILES parameter causes Corridor 7 to leave all files on the hard drive. This parameter causes the game to take up considerably more space, but it eliminates the long delay while the files are copied each time you run the game.

LEVEL1DIAGNOSTIC

This parameter puts Corridor 7 in diagnostic mode, which enables you to access the cheat keys to increase your score, walk through walls, turn on god mode, and more. For information on the cheat codes, see "Secrets and Cheats" later in this book.

LOCAL

This parameter tells Corridor 7 to look for files on the local hard drive instead of on the CD. Use this parameter in conjunction with the Full installation option and the KEEPFILES parameter.

NETWORK

This parameter enables network play. Use this parameter to start a network game.

Note: This parameter generally is used along with the LOCAL and KEEPFILES parameters.

NOEMS

This parameter stops Corridor 7 from using EMS (expanded) memory. Use this parameter to force the game to use extended memory. You may want to use this parameter if your expanded memory driver is not fully compatible with Corridor 7 or if you experience problems with sound.

Note: For Corridor 7 to use Expanded memory, you must have an expanded memory driver loaded.

Note: The CD version of Corridor 7 requires a *minimum* 256K of EMS to play the animation sequences.
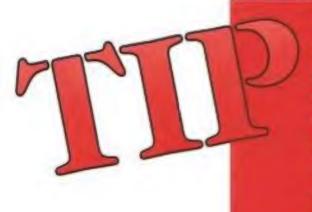
NOWAIT

This parameter causes Corridor 7 to skip the introductory screens and proceed directly to the main menu.

NOXMS

This parameter stops Corridor 7 from using XMS (extended) memory. Use this parameter to force the game to use Expanded memory, if it is present. You may want to use this parameter if you experience problems with sound.

TIP

IntraCorp recommends that you start Corridor 7 with both the NOXMS and NOEMS parameters if you experience problems with sound. Although this procedure cures most sound problems, it can slow the game significantly. Usually, you can use only one of these parameters to cure sound problems; try using each of them separately before using both.

Running Solo and Network Play from One Installation

Installing the game with the Network option enables you to play both solo and networked. You also can run a network from a Full installation by typing the following command:

```
CORR7CD LOCAL NETWORK KEEPFILES <any other parameters>
```

The Main Menu

The Corridor 7 main menu is where you start or continue all your games. The following section covers all the options in the main menu that help you get into the game.

To use the main menu, press the up- and down-arrow keys to position the red arrow next to the option you want to choose, and then press Enter. To back out of any choice or to return to the main menu, press Esc.

Note: You also can use the mouse or joystick to move the arrow and then click the left mouse button or joystick button 1 to choose an option.

> *When you are playing Corridor 7, you can press Esc to go to the main menu.*
>
> **TIP**

New Mission

This option starts a brand-new mission. Choosing this option takes you to a screen that enables you to choose your rank, which determines how difficult the game will be.

After you choose a rank, Corridor 7 places you at the entrance to Delta Base, and the game begins.

Note: Choosing either the Network option or the Modem option requires you to make additional choices before game play begins.

Corporal

Corporal is the easiest option. When you choose this rank, you face fewer aliens, and you start with a full map of each floor and a suit of body armor. Additionally, you have to eliminate only 10 percent of the aliens on a floor to gain access to the elevator.

This rank is recommended for first-time gamers and people who want to get a feel for the Corridor 7 controls and environment. Serious gamers should not use this level; it provides little (if any) challenge.

Lieutenant

This option is a bit harder; you face more aliens, and you start with a full map of each level but no body armor. You have to eliminate 75 percent of all aliens on a floor to gain elevator access.

This rank is fairly challenging and is recommended for intermediate gamers, as well as for people who don't want to have to hunt down all the aliens on each floor but still want to play a challenging game.
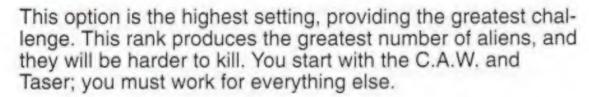
Captain

This option provides the best balance of play. This rank has more aliens than the two preceding ranks. You don't start with anything but your C.A.W. and Taser, and you have to eliminate *all* the aliens on a floor before you can access the elevator.

Most gamers should choose this rank. You must work for everything, and the aliens are plentiful and deadly—but strong nerves, brains, and straight shooting can help you overcome the odds.

Major

This option is the highest setting, providing the greatest challenge. This rank produces the greatest number of aliens, and they will be harder to kill. You start with the C.A.W. and Taser; you must work for everything else.

This rank is recommended for players who like to sweat and bleed over their games, as well as for those who want intense target practice to improve their skills.

President

This option creates random placement of all items and aliens at each level, making each game significantly different. Each alien or item is placed a random distance from its normal location. Play level is equivalent to Major; the aliens are a bit stronger, however, and some floors may have fewer aliens.

After choosing President, you will be presented with a slide control to set how random you want the level to be. Setting the RANDOMIZATION FACTOR higher places aliens and equipment further away from their normal starting location. Setting the factor lower places aliens and equipment closer to their normal starting position.

Use this option to keep the game new and exciting or to practice between other games. Proceed at your own risk!

Network

Use this option to start a network game in which you play against your friends. Each person gets to choose the alien (or Marine) that he or she wants to play. For more information, see "Corridor 7 Network Play" later in this book.

Network Teams

This option is the same as Network, except that players who play the same alien (or marine) play as a team. You cannot kill other members of your team. Scores are tallied for the team instead of for individual players. For more information, see "Corridor 7 Network Play" later in this book.

Modem

This option enables you to play against one other player across a serial link or modem connection. Both of you get to decide which alien (or marine) to play. The rules are identical to those of the Network option. For more information, see "Corridor 7 Network Play" later in this book.

Adjust Audio/Visual

This option enables you to set the screen size, as well as the volume of the music and sound effects.

You operate each control the same way. Use the arrow keys to highlight the control that you want to change, and then use the arrow keys to adjust the control.

> **You can also use the joystick or mouse to move between and adjust the controls.**
>
> TIP

- Moving the SCREEN SIZE control to the right increases the size of the screen display; moving the control to the left decreases the display size. If the game seems to run slowly, try decreasing the screen size slightly.

  Note: If you can't move the SCREEN SIZE control all the way to the right, you don't have enough memory to run the game at a larger screen size. Free more memory and try again.

- Moving the MUSIC VOLUME control to the right increases the volume of the background music; moving the control to the left decreases the volume. Use this control in conjunction with the DIGITIZED VOLUME control to balance the music with the sound effects; you should be able to hear the sound effects easily.

  Note: This control has no effect if you used the setup program to turn off the music.

- Moving the DIGITIZED VOLUME control to the right increases the volume of the digitized sound effects; moving the control to the left decreases the volume.

  Note: This control has no effect if you used the setup program to turn off the sound effects or if you are using the PC SPEAKER.

After adjusting all the sounds, press Enter to save the settings or Esc to abandon them. You return to the main menu.

Adjust Audio

This option enables you to adjust various sound options for the game. Each type of source or output has its own control.

You operate each control the same way. Use the arrow keys to highlight the control that you want to change, and then use the arrow keys to adjust the control.

> *You can also use the joystick or mouse to move between and adjust the controls.*

Moving a control to the right increases the volume; moving it to the left decreases the volume.
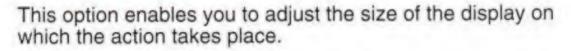
- The FM MUSIC VOLUME control adjusts the volume of the AdLib music. If you are not using the AdLib setting for music (you choose this setting through the setup program), this control has no effect.

- The SOUND FX VOLUME control adjusts the volume of sound effects, such as gunfire and opening doors. If you disabled sound effects (through the setup program), this control has no effect.

- The CD MUSIC VOLUME and LINE-IN VOLUME controls adjust the volume of the CD music. Use the LINE-IN VOLUME control if your CD-ROM drive plugs into the line-in jack of your sound card; otherwise, use the CD MUSIC VOLUME control. If you are not using the CD MUSIC setting (you choose this setting through the setup program), these controls have no effect.

- The MASTER VOLUME control adjusts the volume of all the sounds. Use this control to adjust the sounds according to your environment. If you are playing in a noisy room,

for example, you can use this control to boost all the sounds.

Note: Three additional controls appear if you are using the CD MUSIC option; PLAY, SKIP, and STOP. These controls operate the CD-ROM player much like the controls of an audio CD player. Highlight PLAY and press the space bar to start the CD music. Highlight SKIP and press the space bar to skip to the next music track. Highlight STOP and press the space bar to stop the CD music.

After you adjust all the sounds, press Enter to save the settings or Esc to abandon them. You return to the main menu.

Adjust Visual

This option enables you to adjust the size of the display on which the action takes place.

Moving the SCREEN SIZE control to the right increases the size of the screen display; moving the control to the left decreases the display size. If the game seems to run slowly, try decreasing the screen size slightly.

Note: If you can't move the SCREEN SIZE control all the way to the right, you don't have enough memory to run the game at a larger screen size. Free more memory and try again.

Press Enter to save your changes or Esc to abandon them. You return to the main menu.

Retrieve Mission

This option enables you to restore a previously saved mission. From the Retrieve Mission screen, highlight the name of the mission that you want to retrieve, and press Enter. The mission loads, and you return to the point in the game at which you saved that mission.

Store Mission

This option enables you to save a mission to disk for later retrieval. Choose the slot in which you want to save the mission, and then press Enter. Type up to 21 characters to identify the saved mission, and then press Enter.

Note: The description - Available - means that the slot has not been taken yet. You can use an available slot or overwrite an existing saved game.

> *Use this option (or the quick-save key, F8) often. If you die unexpectedly, you can retrieve the game from a point shortly before your death. It can be frustrating to have to restore a mission that you saved long ago and then replay a whole floor or two.*

The CD version includes an auto-save feature that saves the game every time you use the elevator. The game is saved in the last position on the Save Mission screen and is titled Autosaved at level X (X is the last level that you entered).

Resume Current Mission

This option takes you back to the current game if you pressed Esc to go to the main menu.

Abort Current Mission

This option displays the prompt End current game (Y/N)?. If you type **Y**, the current game ends (without being saved), and you return to the title screen. If you type **N**, you return to the main menu, and the current game remains intact.

High Scores

This option displays the top seven scores. Press Enter to return to the main menu.
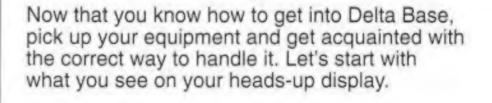
Exit Building

This option displays the prompt Exit building (Y/N)?. If you type **Y**, the current game ends (without being saved), and you return to DOS. If you type **N**, you return to the main menu, and the current game remains intact.

Now that you know how to get into Delta Base, pick up your equipment and get acquainted with the correct way to handle it. Let's start with what you see on your heads-up display.
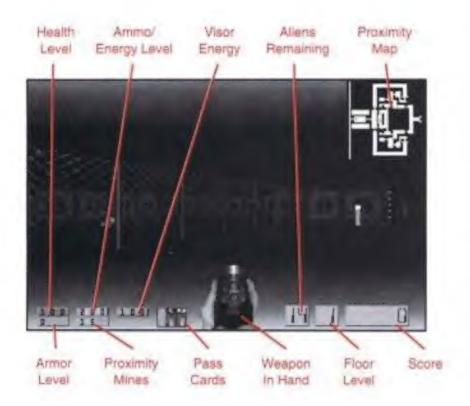
The Display

All the information that you need is right before your eyes, courtesy of the visor in your helmet. The display does vary, according to whether or not you are running Corridor 7 in full-screen mode. (For information on how to configure Corridor 7 for full-screen mode, refer to "Installing and Setting Up Corridor 7" earlier in this book.)

Note: The screens are identical in the floppy disk and CD versions.

The following screen shows the full-screen mode. You can switch between views by choosing the Adjust Audio/Visual option (Adjust Visual in the CD version) from the main menu. Setting the Screen Size to maximum produces the following screen.

The information displayed in these screens can be broken down into 11 items, as the following sections explain.

Health
Level
Ammo/
Energy Level
Visor
Energy
Aliens
Remaining
Proximity
Map

Armor
Level
Proximity
Mines
Pass
Cards
Weapon
In Hand
Floor
Level
Score
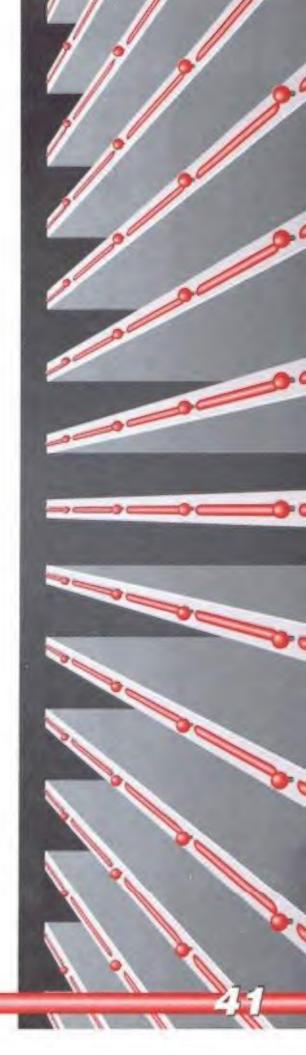
Health Level

This number represents how healthy or how close to death you are. When the number reaches 0, you die, so keep it as high as possible.

As you take damage during the game, this number decreases. To increase your health, pick up Medic Packs or Adrenaline, or use a Health Chamber. (See "Resources—Weapons, Ammo, and More" later in this book for more information on items you can use to increase your health.)

Armor Level

This number represents the remaining strength of your body armor. When you first pick up body armor, it has a strength of 200. As you take damage, this number decreases, but your

health does not take as much damage when you have armor. When this number reaches 0, your armor is destroyed and stops being effective. (See "Resources—Weapons, Ammo, and More" later in this book for more information on body armor.)

Ammo/Energy Level

This number represents how much ammo or energy you have for your weapons. If you have an Earth weapon in your hands (C.A.W., Shotgun, or M343), this number represents the ammo that you have for human (projectile) weapons. If you have an alien weapon in your hand (Dual Blaster, Plasma Rifle, Assault Cannon, or Disintegrator), this number shows how much energy you have to power energy (alien) weapons.

When this number reaches 0, you are out of ammo for the selected weapon (and for all other weapons of its type). To increase your ammo, use the ammo dispensers built into the walls of Delta Base, or pick up energy cells. (For more information on ammunition, see "Resources—Weapons, Ammo, and More" later in this book.)

Proximity Mines

This number shows how many proximity mines you are carrying. You can carry a maximum of 25 mines; each box that you find contains 25.

Each time you drop a mine, the message `Mine dropped nn left` appears in your display (`nn` is the number of mines that you are still carrying), and the number of mines is reduced by one. (For more information on mines, see "Resources: Weapons, Ammo, and More" later in this book.)

Visor Energy

Your visor includes night vision and infrared modes to help you see your targets more clearly. These modes are powered by a special battery. You start with a battery that has 100 units of energy. While your visor is in night-vision or infrared mode, it draws energy at the rate of 1 unit per second. When this number reaches 0, you no longer can use the special modes of your visor.

Pick up extra visor batteries from special dispensers in Delta Base for more energy. (See "Resources: Weapons, Ammo, and More" later in this book for more information on visor batteries.)

Pass Cards

Three types of doors appear throughout Delta Base: unsecured, blue-level, and red-level. Unsecured doors have a yellow-and-black border and can be opened at any time. Blue- and Red-Level doors have a blue or red border, respectively; you need special access cards to open them. Security doors have blue beams, and they do damage.

You can pick up cards from special security computer terminals on each level. When you acquire a card, its picture appears in this area. The proximity map also appears here when you pick it up. (For more information on pass cards, see "Resources: Weapons, Ammo, and More" later in this book.)

Weapon in Hand

This display shows which weapon you currently are holding, ready to fire. When you start the game, you have the C.A.W. and Taser. As you wander through Delta Base, you can pick

up additional weapons. Switch weapons by typing the appropriate numbers: 1–5 for the floppy disk version and 1–8 for the CD version. (See "Resources—Weapons, Ammo, and More" later in this book for more information on weapons.)

Aliens Remaining

This display shows the number of aliens that are still alive on the current floor. If you are playing the game at the Captain skill level or higher, this number must be 0 before you can go to the next level.

Floor Level

This display shows the current floor level. You start at level 1 and progress to level 30 (floppy disk version) or level 40 (CD version).

Score

This display shows your score, thus far, in the game. Each alien that you kill, each floor that you complete, and each bonus level that you complete add to your score. (For more information about scoring kills, see "The Bad Guys" later in this book.)

Proximity Map

Your visor has a built-in proximity map—a kind of motion detector. This map shows your current location, the locations of any mines that you may have dropped, and the locations of any *moving* aliens.

When you start a level, the map shows only a small area around your current location. Most levels have a floor map that you can pick up, expanding the proximity map's range to show the entire level.

You can toggle the map display on and off by pressing the Tab key.

The Controls

You can use three controls to move around in Corridor 7: the keyboard, a mouse, and a joystick.

You also can use the keyboard to control special features and functions, and you can define the joystick and mouse buttons to use these features and functions.

The following sections explain the special features or functions and provide alternative ways to use them. At the end of this section is a table of all the keys and buttons and their uses.

Note: This section covers the *default* settings for keys and buttons. For information on changing these default settings, see "Installing and Setting Up Corridor 7" earlier in this book.

Movement

You can move in two directions in Corridor 7: forward and backward. You also can turn right and left, moving to any place on the map.

The following table describes how the different controls operate:

Movement	Keyboard	Mouse	Joystick
Forward	Up arrow	Move forward, or right click	Push forward
Backward	Down arrow	Move backward	Push backward
Turn left	Left arrow	Move left	Push left
Turn right	Right arrow	Move right	Push right

Running

You can run, moving twice as fast as normal. To run, hold down the right Shift key as you move.

Strafing

Occasionally, it is useful to move from side to side instead of turning in place. You can use this option to *strafe* (move your line of fire rapidly from side to side).

> **TIP**
>
> *Strafing can be very useful when you are firing from a doorway. Slide in and out of the doorway, using the walls as cover, and fire back when you are in the doorway.*

Choosing Weapons

You choose which weapon you have in your hand by pressing the number key associated with each weapon. What weapons are available depends on what weapons you have acquired in the game.

Note: Use the number keys above the letters, *not* the numbers in the separate number pad.

The following table lists the weapons and the keys that activate them:

Weapon	Floppy Disk Version	CD Version
Taser	1	1
Assault Shotgun	N/A	2
M-24 C.A.W.	2	3
M-343 Mini-Gun	3	4
Alien Dual Blaster	4	5
Alien Plasma Rifle	5	6
Alien Assault Cannon	N/A	7
Alien Disintegrator	N/A	8

Note: The floppy disk version does not include the Assault Shotgun, Alien Assault Cannon, or Alien Disintegrator.

Using Weapons

You fire the weapon that you currently have in your hands by pressing the Ctrl key, clicking the left mouse button, or pressing joystick button 1.

Each weapon fires at a different rate and consumes ammo differently. Practice using each weapon to get the hang of firing a single shot, firing a short burst, and spraying a continuous stream of ammo.

TIP

You can drop mines (assuming that you have them) by typing **m**. The mine is dropped directly in front of you; move backward quickly to get out of the mine's range.

Changing the Display

You can toggle on and off several items in the display.

Press the Enter key to toggle among the three visor modes: normal, night vision, and infrared.

Use the Tab key to toggle the proximity-map display on and off. Because the map does not consume energy, you usually want to keep it on.

While playing in full-screen mode, you can toggle on and off the score and item display (pass cards and number of aliens left at the current level). Type **s** to toggle the score on and off; type **i** to toggle the item display on and off.

Picking Up and Using Items

Press the space bar to perform the following tasks:

- Open doors
- Open Medic Pack bays
- Access security computer terminals
- Pick up Medic Packs
- Pick up visor batteries
- Use the ammo dispensers
- Search for secret doors
- Open secret doors

Miscellaneous Controls

The following sections describe the keys that control the remaining functions of Corridor 7.

Esc

Pressing the Esc key displays the main menu.

Pause

Pressing the Pause key pauses the game. Press any other key to resume the game.

Save Mission

Press the F2 key to access the Save Mission screen, bypassing the main menu.

Retrieve Mission

Press the F3 key to access the Retrieve Mission screen, bypassing the main menu.

Sound Toggle

Press the F4 key to toggle sounds (gunfire, alien sounds, doors, and so on) on and off. A message at the top of the screen displays the current status of sounds each time you press F4.

Music Toggle

Press the F5 key to toggle the music on and off. A message at the top of the screen displays the current status of music each time you press F5.

The F5 key works only for non-CD music. The following keys operate the CD player during normal game play:

Key	Function
Alt+P	Play
Alt+S	Stop
Alt+F	Fast Forward (next track)

Note: These keys operate like the CD controls in the Adjust Audio screen.

Control Toggle

Press the F6 key to toggle the mouse and/or joystick on and off. A message at the top of the screen displays the current status of the controls each time you press F6.

End Mission

Press F7 to end the current mission. The game displays End current game (Y/N)?. Type **Y** to end the game here, or type **N** to continue playing. If you type **Y**, the game ends and your score is displayed.

Note: Ending the game in this manner is the same as dying; your game is not saved.

Auto Save/Load

Press F8 to save your game quickly. The game uses the last slot and description that you used manually.

Press F9 to retrieve the last game that you saved.

These options do not display prompts, so use them with care. You inadvertently could overwrite a valuable saved mission or restore a mission, interrupting the current one.

TIP

Control Quick Reference

The following table is a quick reference to all the keys used to control Corridor 7.

Action is the action or feature that being performed.

Key is the default key used for the action.

Def (define) indicates whether this action can be redefined to a different key.

Mouse/J'stick indicates whether you can use a mouse or joystick button to perform this action.

Note: To use a different key or mouse/joystick button for an action, you must run the setup program. For more information, see "Installing and Setting Up Corridor 7" earlier in this book.

Action	Key	Default	Mouse/ J'stick
Move forward	Up arrow	Y	N
Move backward	Down arrow	Y	N
Turn left	Left arrow	Y	N
Turn right	Right arrow	Y	N
Run	Right+Shift	Y	Y
Strafe	Alt	Y	Y
Fire	Ctrl	Y	Y
Open/use	space bar	Y	Y
Map display	Tab	Y	Y
Drop mine	M	Y	Y
Toggle score	S	N	N
Toggle items	I	N	N
Toggle visor	Enter	Y	Y
Main menu	Esc	N	N
Pause	Pause	N	N
Save	F2	N	N
Retrieve	F3	N	N
Toggle sound	F4	N	N
Toggle music	F5	N	N
Toggle controls	F6	N	N
End mission	F7	N	N
Auto-save	F8	N	N
Auto-retrieve	F9	N	N
Active weapon	#	N	N
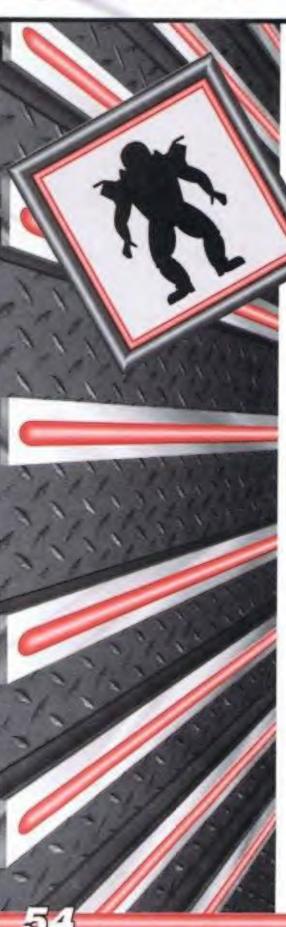
Note: In the floppy disk version of Corridor 7, you can use only Run, Strafe, Use, and Fire on joystick buttons and only Forward and Fire on mouse buttons.

Hundreds of well-armed aliens are crawling through the levels of Delta Base. You have one security Taser, one M-24 Close Assault Weapon, 100 rounds of ammo, one night vision/infrared visor (with one battery), and a proximity map. Do the odds seem a little bit uneven?

Remember that Delta Base was a weapons-research facility, and a military one at that. You are bound to find weapons, armor, and medical facilities through-out the levels. You should be able to leverage some of Delta Base's resources in your favor.

Before examining the alien threat, let's go over your resources.

Proximity Map/Floor Plan

The proximity map serves primarily as a motion detector, showing you where the alien scum are and what they are doing. The map can't detect everything; some aliens remain motionless, and others can change their shape.

When used properly, however, the Proximity Map is one of your most valuable resources—almost more valuable than a weapon.

Because the map doesn't use any energy, you should keep it on at all times. Glance at it often while moving through a level (and especially

before entering a room) so that you aren't surprised by any of the aliens.

The map shows different objects in different colors, as follows:

Object	Map Representation
You	Blue arrow
Aliens	Yellow flashing dots
Mines	Red flashing dots

Initially, its range being limited, your map shows only the immediate area around you. When (and if) you find a Floor Plan, however, your Proximity Map will show the entire floor, including the position of each alien.
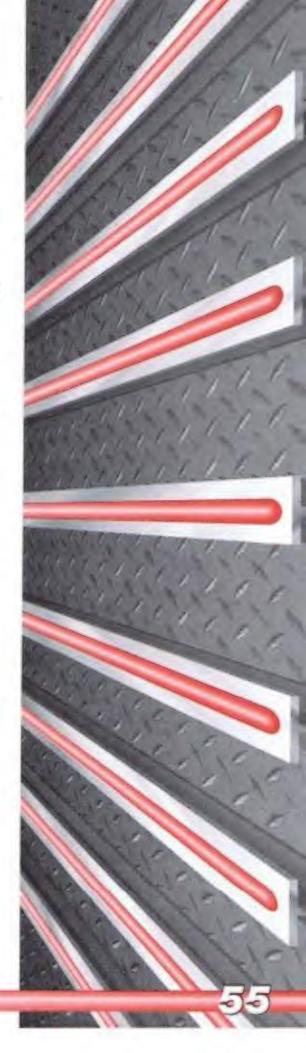
Note: Some areas, such as mazes and warehouses, are hard to map and may show up on the proximity map as gray areas. Secret areas are not shown at all.

The expanded map makes it much easier to strategically plan all your moves. Therefore, you should make finding the Floor Plan a priority on all levels.

The Floor Plan generally is hidden in the floor's security office or in a secret room. Check these areas carefully when you encounter them.

Hand-Held Weapons

You can acquire a variety of weapons in Delta Base. Some will be stashed away; others will be dropped by aliens as you cut them down. This section describes each weapon, listing its ammo type, its ammo consumption, and the damage that it can do.

Taser

Ammo:	None; self-powered
Range:	Short
Damage:	0–255
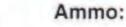
This weapon emits an electrical charge of lethal force. The Taser is self-powered, requiring no ammo, but it generally requires many Taser hits to take down even the smallest alien threat.

If you are using the Taser, you really like a challenge (and enjoy dying often), or you are out of ammo. Bottom line: Don't use this weapon unless you are out of other options Enough said.

Assault Shotgun

Ammo:	Armor-piercing cryostate (projectile) (5 ammo points per shot)
Range:	Medium
Damage:	25–350

This weapon is the latest incarnation of the standard shotgun that has been in service for hundreds of years. Deadly at close range, the weapon loses effectiveness at long range and can be slow to deliver multiple shots.

Use this weapon when you are fighting the heavies in close quarters; it can be especially deadly to the unsuspecting Animated Probe!

M-24 Close Assault Weapon (C.A.W.)

Ammo: Standard armor-piercing projectile (1 ammo point per shot, nonautomatic fire)

Range: Medium

Damage: 0–255

The M-24 Close Assault Weapon is the standard weapon of today's Marine Corps. When the trigger is held down, this weapon delivers a lot of firepower in a very short time and is effective against most alien foes. For the larger alien bosses, however, you'd better have something with a bit more punch!

This is the weapon that you start out with, and it can serve you well throughout Delta Base.

Use this weapon on the Bonus levels. Your score reflects how many projectiles hit their targets, and this weapon can deliver the most projectiles in the shortest time. Don't worry about wasting ammo; you get it all back when you leave the Bonus level.

TIP

M-343 Minigun/Tribarrel Power Blaster

Ammo: 2 CM Phosphorus slugs in 3-round bursts (1 ammo point per shot)

Range: Long

Damage: $(0–255) \times 3$

The M-343 can take out most of the lesser aliens in one shot and is effective at long range. Keep the trigger down when

you hose down the larger threats; the automatic fire makes mincemeat of most aliens in no time at all.

This is a weapon! If you find an M-343, keep it well fed; it should become your standard weapon.

Alien Dual Blaster

Ammo:	Alien Energy Packs (2 energy points per shot)
Range:	Medium
Damage:	0–255

The Dual Blaster is the main weapon of the alien military. The weapon spews a deadly stream of energy yet keeps energy consumption at a minimum.

Although not as effective as the M-343, the Dual Blaster does use alien charge packs. On some levels, it's easier to find these charge packs than standard ammo.

Use the Dual Blaster to conserve normal ammo, but don't use it as a main weapon.

Alien Plasma Rifle

Ammo:	Alien Energy Packs (3 to 5 energy points per shot)
Range:	Short
Damage:	(0–255) + 25

This weapon fires a ball of plasma that explodes upon impact. The explosion damages anything within 10 feet of the blast.

Although not as effective at longer ranges (the plasma loses strength as it travels), the Plasma Rifle can be devastating at close range; use it to burn right through the larger aliens.

Although the Plasma Rifle normally expends only 3 to 5 energy units per shot, it can expend many more. When fired, the weapon initially consumes 31 points before recharging. After a second or two, the charge results in the 3- to 5-point net consumption. Do not try to fire this weapon too fast, because it will deplete your energy resources quickly. Let the rifle recharge for a second or two between shots.

Note: The Plasma Rifle's energy burst will set off any mines that it passes over. You can use this situation to your advantage; use this weapon to clear any mines that are blocking your path.

Alien Assault Cannon

Ammo:	Alien Energy Packs (0 to 2 energy points per burst)
Range:	Long
Damage:	0–255

Another must-have weapon, the Assault Cannon is a faster-firing version of the Dual Blaster. The cannon fires a four-round burst that devastates most targets. The weapon's low power consumption gives it stamina, even if you are running low on energy.

Use this weapon instead of the M-343 on the alien-home-world levels (CD version only), where standard ammo is hard to come by.

Alien Disintegrator

Ammo: Alien Energy Packs
             (44 to 46 energy points per shot)

Range: Long

Damage: 1,000

This powerful weapon can bore a hole through most alien hides. You can use the Disintegrator to clear a path through a swarm of aliens, killing almost everything in sight with one shot.

The weapon uses a lot of energy, however; keep it handy, but do not use it as a main weapon. Use the Disintegrator to get out of a tight situation or to blast an alien boss to Never-Never Land.

Proximity Mines

Crates of Proximity Mines are scattered throughout Delta Base. The uses for mines are plentiful and include the following:

- Covering your back while you sneak around behind unsuspecting aliens.

- Stopping an alien charge dead in its tracks.

- Leveling an alien boss before he can get close enough to really hurt you.

You can carry one crate of mines (25) at a time. Pressing **M** drops a mine in front of you. As you move away from the

mine (backward!), it will arm itself with three short beeps. After that, if anything comes close to the mine, it will explode, damaging anything (or anyone) within a 15-foot radius.

Each mine does (2–400) + 100 points of damage. This is quite enough to kill you, so be careful!
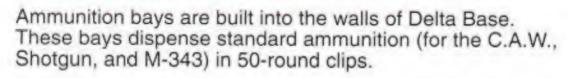
Drop mines in doorways, hallways, and any other areas where you suspect an alien will travel. Be careful not to drop mines in areas that will hinder your progress if the aliens do not set them off.

Note: Remember that you can use the Plasma Rifle to detonate mines.

Sometimes, if a mine is placed right, you can get more than one alien in the blast. You should count on killing only one alien per mine, however. Alien bosses can brush off several explosions before going down.

Ammunition Bays and Alien Charge Packs

Ammunition bays are built into the walls of Delta Base. These bays dispense standard ammunition (for the C.A.W., Shotgun, and M-343) in 50-round clips.

Each time you access a bay, you receive 50 rounds, up to your current maximum load. At the beginning of the game, you can carry a maximum 200 rounds of ammunition. Picking up Ammo Packs can add to your maximum load (see the following section, "Ammo Packs").

For the alien weapons, you must pick up Alien Charge Packs. Some aliens drop these packs when they die. You also can find the packs scattered throughout the alien levels.

Each charge pack gives you 100 units of energy for your weapons. You can carry a maximum 999 units of energy (10 charge packs) at a time.

Ammo Packs

On a few levels, Ammo Packs are hidden away behind secret passages. These packs strap to your body, allowing you to carry more rounds of ammo. You can carry two Ammo Packs at a time; each pack enables you to carry 500 more rounds of ammo. (You can carry a maximum 999 rounds of ammo with two Ammo Packs.)

Medic Packs

Delta Base has an abundance of Medic Packs stored within its walls. These packs are stored inside blast containers. You must open the blast shield (press the space bar to raise the shield) before you can get a Medic Pack.

Each Medic Pack gives you 25 points of health, up to your current maximum. You start with a maximum 100 points. Picking up Adrenaline adds to your current maximum health (see the following section, "Adrenaline").

Opening a blast shield always is a good idea, whether or not you need the health. There's no telling when you may be back that way, with aliens hot on your heels; you won't have time to deal with the shield then!

Adrenaline

Little bottles of Adrenaline are hidden away in Delta Base. These bottles increase your health by 300 points *for the current level only*. When you move on to the next level, your maximum health goes back to 100 points.

After picking up Adrenaline, try to keep your health as close to maximum as possible. Remember that you will lose all but 100 points at the end of the level anyway, and the higher your health, the better chance you have of surviving.

Health Chambers

Special chambers scattered throughout the base can restore up to 100 points of your health. To activate a Health Chamber, open the door, enter the chamber, and press the space bar (or another Open/Use key or button).

The display shows you the energy that remains in the chamber; your health will increase accordingly. (If the chamber is fully charged, it gives you 100 points of health, up to your current maximum.)

If you do not fully drain a chamber, you can return to it later for more health.

Invulnerability Spheres

These spheres are a Marine's best friend; they make you invulnerable to any type of attack, but only for a short time. If you find one of these spheres, find some aliens (or an escape route) fast, before the effect wears off.

While you are invulnerable, the display flicker, strobelike. When the Invulnerability Sphere wears off, the display stops flickering, and you are vulnerable to attacks again.

Body Armor

These suits of armor, located throughout Delta Base, help protect you from attacks. The suits do not keep you from taking health damage, but they help limit the damage that you take.

You start with 0 points of armor (unless you are playing with the Corporal rank), meaning that all the damage you take comes directly off your health. Each suit of Body Armor adds 200 points of armor. Each time you take damage, a certain percentage comes off your armor total. When the armor points reach 0, your Body Armor is destroyed and offers you no protection.

TIP

Each suit of Body Armor adds 200 points to your current armor value. Picking up three consecutive suits of armor would give you 600 armor points! Be careful, however; having as much health as possible is infinitely more valuable than having more than 200 points of Body Armor.

Visor Battery

When you use your visor in Night Vision or Infrared mode, it draws power from its battery. When the battery level reaches 0, you can no longer use those modes.

Units throughout Delta Base house extra Visor Batteries, each of which adds 100 units of power to your current battery level.

If you don't use your visor, you may never *need* extra visor power. It is better, however, to have the power and never use it than to not have it and need it. If you run across a Visor Battery, pick it up; you never know.

Security Computers and Pass Cards

Many Security Computers are hidden inside Delta Base. Some of these computers give you Blue or Red access. Step up to the computer and press the space bar (or other Open/Use key or button) to access the security system.

If the system cannot give you access, it sounds an alarm, which will alert any aliens in the vicinity to your presence. If the system can give you access, it flashes Blue Access or Red Access across its screen and issues you a Blue or Red Pass Card. These cards are valid for the current level only; when you move to the next level, you must regain access.

> **Use your infrared visor to examine the Security Computer's screen. You may be surprised by what you see.**
>
> TIP

Secret Rooms and Passages

Delta Base has several secret rooms that house many of the resources listed in this section, as well as many secret passages that give you quick access to remote locations of a level.

To find the secrets, press (use the Open/Use key or button) on the walls. If a secret passage exists, the wall moves back, revealing the passage.

Other than pushing on the walls, there is no way to find these secrets. Many of the secrets, however, are located in obvious areas of the level (dead-end corridors, blind corners, next to other key areas, and so on). Look for large areas of gray in the Proximity Map and push all the walls around those areas.

TIP

Many levels have a perimeter (a long corridor that surrounds the level). This perimeter can help move to various areas of the level quickly, surprising aliens as you go. Whenever possible, you should find and use the perimeter.

Alien Transporter

The alien-world levels (31–40) include transporters. A transporter instantly moves you to a corresponding transporter on that level. The aliens use transporters to sneak up on their prey, you can do the same. Simply enter the transporter, and you arrive at the corresponding one instantly.

To keep from getting disoriented while transporting, keep your eyes on the Proximity Map.

TIP

When you are transported, be ready to jump back into the destination transporter if you find that you're in trouble. You never know where one of these devices may lead!

TIP

Now that we have covered your resources, let's look at the opposing team's.

While roaming through the depths of Delta Base, you will encounter 12 or 16 aliens, depending on whether you are playing the floppy disk or CD version of Corridor 7.

Note: The floppy disk version of Corridor 7 has 12 aliens. The CD version adds three aliens plus a special "surprise" alien.

The following sections cover the aliens and their capabilities, presenting the following statistics:

Type:	The class of alien, representative of its duties.
Health:	The health level (or amount of damage that it takes to kill) the alien.
Damage:	The level of damage that the alien can do to you.
Levels:	The levels of Delta Base and of the alien world in which you can expect to find the alien.
Value:	The point value for killing the alien.

Note: Remember that the floppy disk version of Corridor 7 has only 30 levels, whereas the CD version has 40. In the following sections, the levels reflect both versions. A value of 10 to 40 means that the alien appears in both versions in levels 10 through 30 and in the CD version in levels 31 through 40.

TIP

Ailoprobe

Type:	Guard
Health:	25
Damage:	Low
Levels:	20–39
Value:	100

This alien is primarily a sentry, used to alert other aliens to your presence. Ailoprobes move slowly, do little damage, and by themselves are not much of a threat.

Ailoprobes usually travel in packs, however, and can bring other aliens swarming in on you.

Use a fast-firing weapon to clear the corridors of these beasts, but be careful not to waste too much ammo on each one.

Animated Probe

Type:	Centurion
Health:	100
Damage:	Low
Levels:	1–40
Value:	400

Animated Probes are very efficient and *very* fast. Most of the probes respond to sound, but some are set to ambush you when you enter a room or corridor.

Luckily, these probes don't do a lot of damage and do not have a lot of health. But don't let these facts fool you into not taking the probes seriously—their quickness more than makes up for their shortcomings. Watch your back!

> **TIP**
>
> *Listen for the Animated Probe's unique electronic whine. If you hear it, one or more probes is aware of your location.*

Bandor

Type:	Guard
Health:	50
Damage:	High
Levels:	5–39
Value:	500

Bandors can morph into common, everyday objects—such as chairs, barrels, filing cabinets, and plants—and remain in this form until they can surprise you, usually from behind.

Bandors carry heavy weapons and can inflict a lot of damage if you let them. Stay alert and listen for their morphing sound. If you hear the sound but don't see a Bandor in front of you, check behind you. You may even be able to put a few holes in the Bandors before they finish morphing.

Bandors are extremely loyal to their own kind. If you kill a Bandor, others in the area generally rush to the scene.

Don't run around blasting office furniture and plants to flush out the Bandors; you'll just waste ammo. Watch the Proximity Map and listen for the morphing sound that will alert you to the presence of these aliens.

TIP

Watch for dropped charge packs around dead Bandors.

TIP

Eitak

Type:	Guard
Health:	100
Damage:	Medium
Levels:	30–40
Value:	800

These ugly creatures are the main guards of the alien levels. Eitaks are well armed and can do quite a bit of damage, especially when you encounter them in numbers.

These aliens are well enough armored to shrug off a few rounds, but sustained fire kills them easily.

Try not to fight Eitaks in closed areas; they are good shots and generally pour into the area to help their own. Use a quick, powerful weapon to dispense with the Eitaks as quickly as possible.

Eniram

Type:	Warrior
Health:	200
Damage:	Medium
Levels:	2–40
Value:	1,000

These aliens can remain invisible until they fire their weapons. Enirams use this capability to sneak up on their prey and launch an attack.

Enirams are not very heavily armored; you can mow them down with a burst of the M-343. Finding and keeping them in

your sights, however, can be tough. The aliens' weapons also pack quite a punch.

If you suspect that Enirams are in the vicinity, use the infrared mode of your visor to locate and track them. If you lose sight of an Eniram, use the Proximity Map.

An Eniram makes a distinct sound when it becomes visible. If you hear this sound unexpectedly, take cover, turn on your visor, and then make that alien sorry that you were born.

Be careful when dealing with these aliens; they are crafty and very sneaky. Don't let them get the jump on you.

Eniram Boss

Type:	Boss
Health:	2,000
Damage:	Very high
Levels:	5 and 30
Value:	2,500

Eniram Bosses are of the same stock as the standard Enirams but are more solidly built and better armed (Plasma Rifle). These aliens cannot turn invisible.

As with any boss, you should avoid direct contact with an Eniram Boss; use mines and long-range weapons to kill it.

Try not to fight the Eniram Boss in close quarters or narrow corridors, because shots from Plasma Rifles shots are hard to dodge.

Mechanoid Warrior

Type:	Boss
Health:	1,000
Damage:	Very high
Levels:	10–40
Value:	2,500

These heavily armored aliens are used primarily to guard key alien equipment and areas. The aliens do not move very fast but can shred your Body Armor and health quickly enough.

You can hear a Mechanoid Warrior from far away. When you hear the booming footsteps, check your Proximity Map.

This alien is best handled from a distance or with a few well-placed mines. Don't get too close!

Although deadly at close range, the Mechanoid Warrior's weapon does not do well at medium or long range. A volley of M-343 rounds can drop this alien; be sure to pry the Dual Blaster out of his cold, dead grip.

Otrebor

Type:	Sub-boss
Health:	200
Damage:	High
Levels:	24–40
Value:	700

Otrebors are the main technicians that are working to convert Delta Base to an alien-habitable environment. These aliens generally travel alone, but they pack quite a punch and can be very deadly.

An Otrebor has an evil laugh, but you usually will hear (and feel) its blaster first.

You should approach Otrebors from a distance, but a quick burst of the M-343 or an alien weapon can kill them quickly at any range.

Rodex

Type:	Centurian
Health:	50
Damage:	Medium
Levels:	2–40
Value:	700

These little devils travel in packs and attack quickly. Although Rodexes don't do a lot of damage, if they surprise you, they can hurt you plenty. Listen for their unique squeal when they enter a room.

Rodexes are a cowardly bunch and tend to run from a fair fight. You can punch holes in them from a distance with the M-343 or the Alien Assault Cannon.

Semaj

Type:	Guard
Health:	100
Damage:	Low
Levels:	31–40
Value:	100

Semaj look like puddles of purplish slime, and they probably are. These creatures slink around the alien levels, waiting to grab your legs while you wage war against the other aliens.

These aliens do not have any weapons, but they do have nasty sets of teeth that can tear through the thickest Body Armor.

Be on the lookout for Semajes and dispense with them immediately. Don't let a Semaj slither up to you while you waste his buddies.

Solrac

Type:	Leader
Health:	3,000
Damage:	Very high
Levels:	25 and 30
Value:	2,500

Solrac is the alien who is leading the invasion of Earth; you can find him on level 30, guarding the vortex. You probably will see him several times during the game, however, as his presence invades your thoughts.

Don't waste too much ammo when Solrac suddenly appears on other levels; you can't hurt him, and he can't hurt you. Save your fire to blast his hide on levels 25 and 30.

Solrac carries no weapon, but he fires a deadly energy burst from his eyes. You shouldn't attempt to face Solrac without a lot of health, Body Armor, and (preferably) an Invulnerability Sphere. Alien weapons do the most damage to Solrac, but your M-343 will do in a pinch.

Note: You do not have to kill Solrac on level 30. In the floppy disk version, you have to destroy only the vortex (although this is *very* hard to do with Solrac around). In the CD version, you simply have to enter the vortex. One more alien corpse, however, is one less alien to worry about!

Tebazile

Type:	Guardian boss
Health:	1,000 × 5
Damage:	High
Level:	40
Value:	10,000

This alien is the nastiest of the nasties and the last boss that you will face in the game. Tebazile is heavily armored and carries a powerful weapon. To top it off, you have to kill him five times!

When you first see Tebazile, he is in his natural form. When he takes enough damage, he morphs into the following aliens (in the following order):

- Eniram Boss
- Tymok
- Solrac
- Tebazile

After Tebazile returns to his natural form and takes enough damage, he will die.

This beast can be found only on level 40, along with a host of Eitaks. Make sure that you eliminate the Eitaks to give yourself plenty of running room when you face Tebazile.

The good news is that you don't have to kill Tebazile; you only have to reach and enter the vortex on level 30 to end the game.

TIP

Mines, the Assault Cannon, and the Disintegrator are very helpful when you face Tebazile.

Tenaj

Type:	Technician
Health:	150
Damage:	Medium
Levels:	6–40
Value:	700

These aliens are the main technicians in charge of making the atmosphere alien-compatible. Tenajes generally work alone but can be found in pairs.

Tenaj are smart, quick, and likely to ambush an unsuspecting Marine. Keep an eye on your Proximity Map to help avert their surprises.

Although they represent a formidable threat, Tenajes are not heavily armored and are likely to turn their backs on you. Use the M-343 or Alien Assault Cannon to blow a few holes in whatever sides they show, and pick up any charge packs that they drop.

Ttocs

Type:	Warrior
Health:	150
Damage:	Medium
Levels:	14–40
Value:	700

Ttocs are brute-force warriors that stand waiting for any threat and then move in and obliterate it.

These aliens are not very bright, however, and they do not move very fast; use both of these facts to your advantage. Try not to get very close, and carry heavy weapons when you are around these foes.

TIP

Ttocs make a squishy, slimy sound when they see you. This sound alerts you to their presence.

Tymok

Type:	Boss
Health:	2,000
Damage:	Very high
Levels:	15–39
Value:	2,500

You can find Tymoks on various levels, supervising other aliens' work. Tymoks are armed with Plasma Rifles and can burn you into a puddle of goo very quickly. These aliens also are fairly quick and are likely to dodge your fire. Fortunately, they work alone.

Before taking on a Tymok, eliminate all other threats in the area. You don't want an Animated Probe chewing up your backside while you concentrate on the Tymok!

The key to surviving a Tymok attack is to keep moving; don't give him a clear shot. If you can, drop a few mines to soften him up, and use the largest weapon you have to finish him off.

After you kill a Tymok, pick up his Plasma Rifle and add it to your arsenal.

TIP

Nerraw

Type:	Unknown
Health:	Unknown
Damage:	Unknown
Levels:	31-39
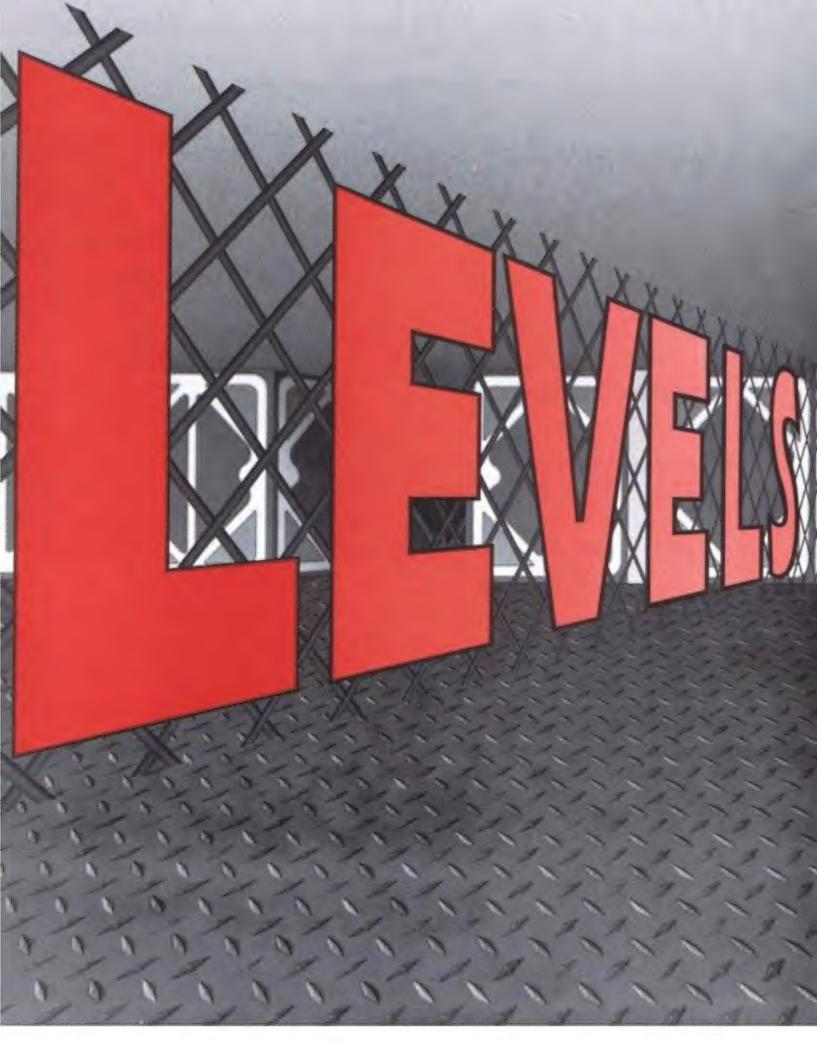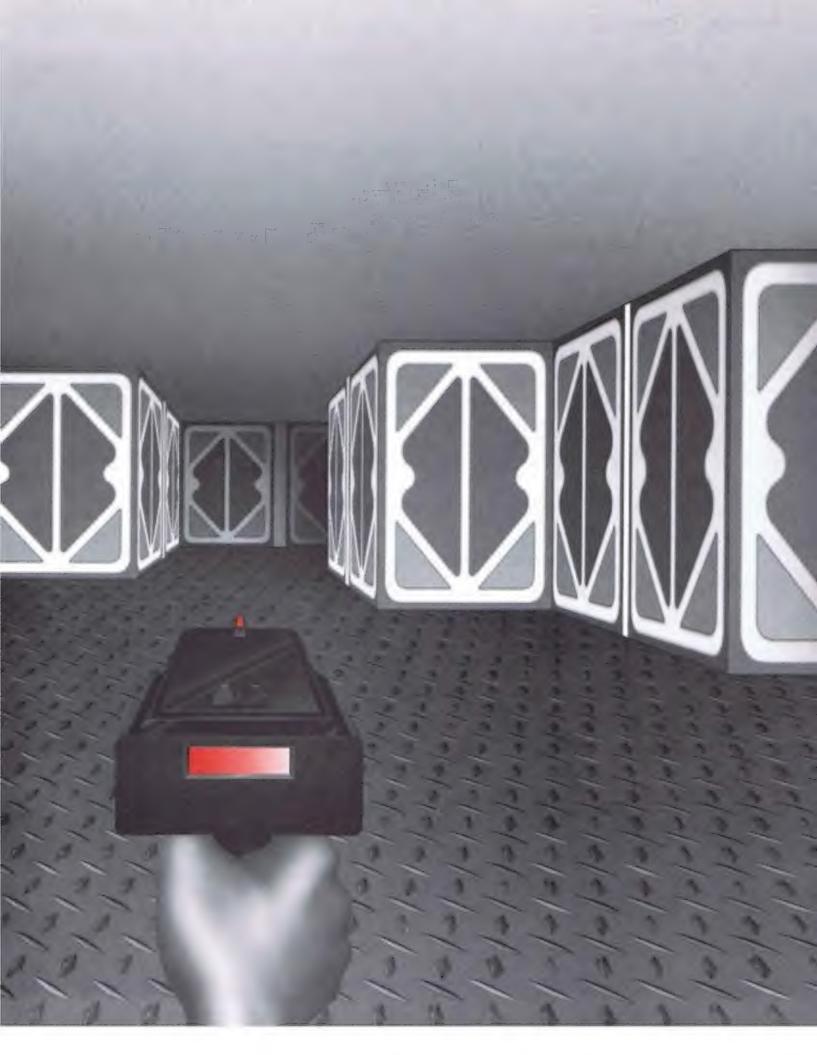
An unclassified alien roams the alien levels. You will first encounter him on Level 31. This book refers to him as Nerraw.

Although he looks harmless enough, he can kill the toughest marine in only a few seconds. Shoot first and make sure he stays down.

The Levels

This section of the book gives the layout of Levels 1-30 and the Bonus Levels A-F. Besides showing the layout and starting position of all aliens and objects, each level includes guidelines to help you get through the level.

Note: The levels were playtested at the Captain skill level. You may need to adjust your strategy if you play at a different skill level.

Each level map has numbers corresponding to the guidelines. In each case, the guidelines follow the order in which you should progress through the level. Match the guideline with the appropriate number on the map to pinpoint locations where actions should happen.

On each level, you can follow these procedures:

1. Identify all immediate threats with the Proximity Map.
2. Gather all resources possible without face-to-face alien encounters.
3. Gather additional resources needed to complete the level, while killing any aliens you encounter.
4. Using the Floor Plan or base Proximity Map, hunt down the remaining aliens.
5. Gather all additional resources that you can carry to the next level. (Ignore Adrenaline, for example, which lasts only through the current level.)
6. Move to the next level.
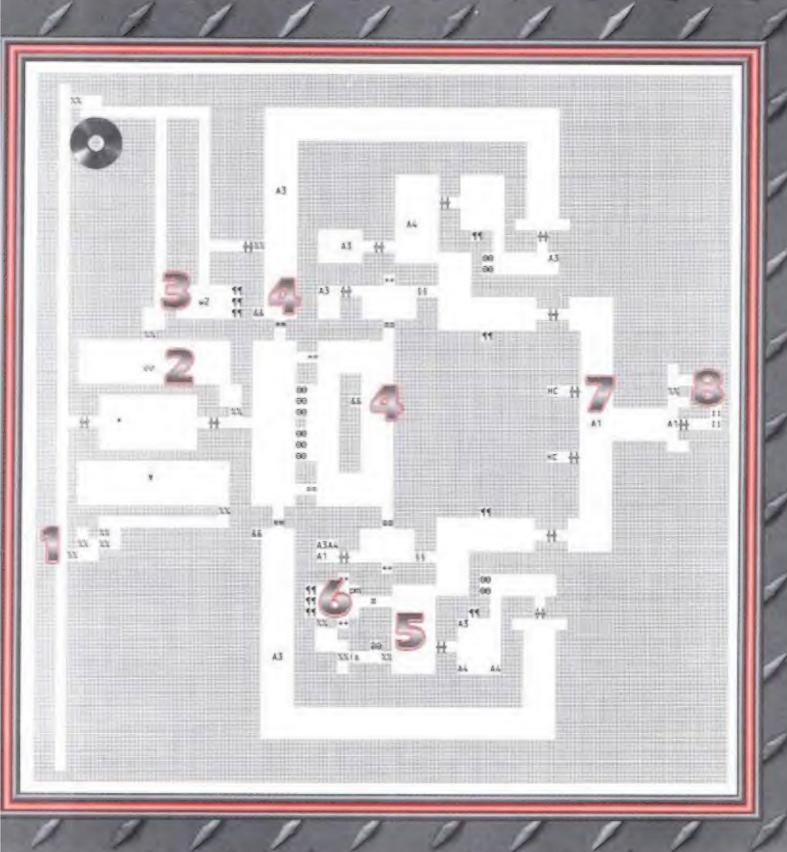
My style tends to be fairly agressive. I charge through a line of aliens to reach something I need. However, I don't (often) step into a losing battle. At times, keeping your back to a wall and picking off aliens as they attack is the best strategy.
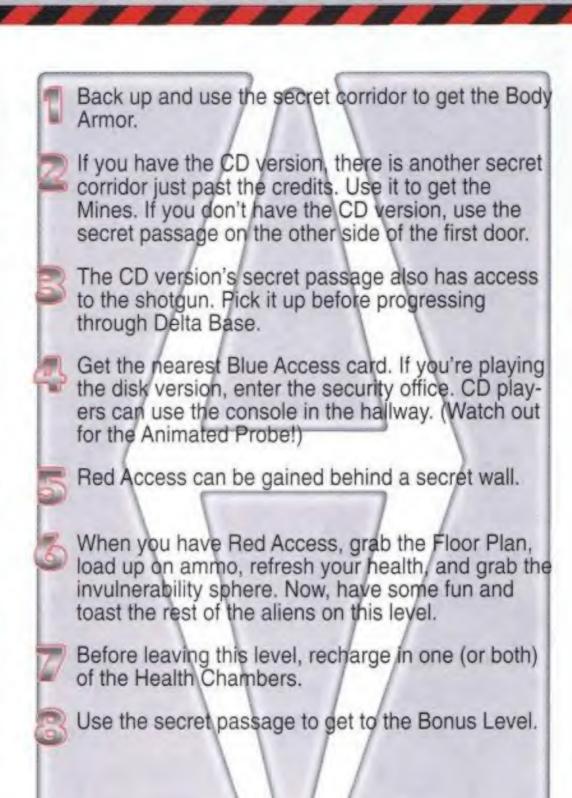
If you prefer, don't use the guidelines; refer to the map only, and pick your path through the level. In any case, have fun, that's the main idea of this game!
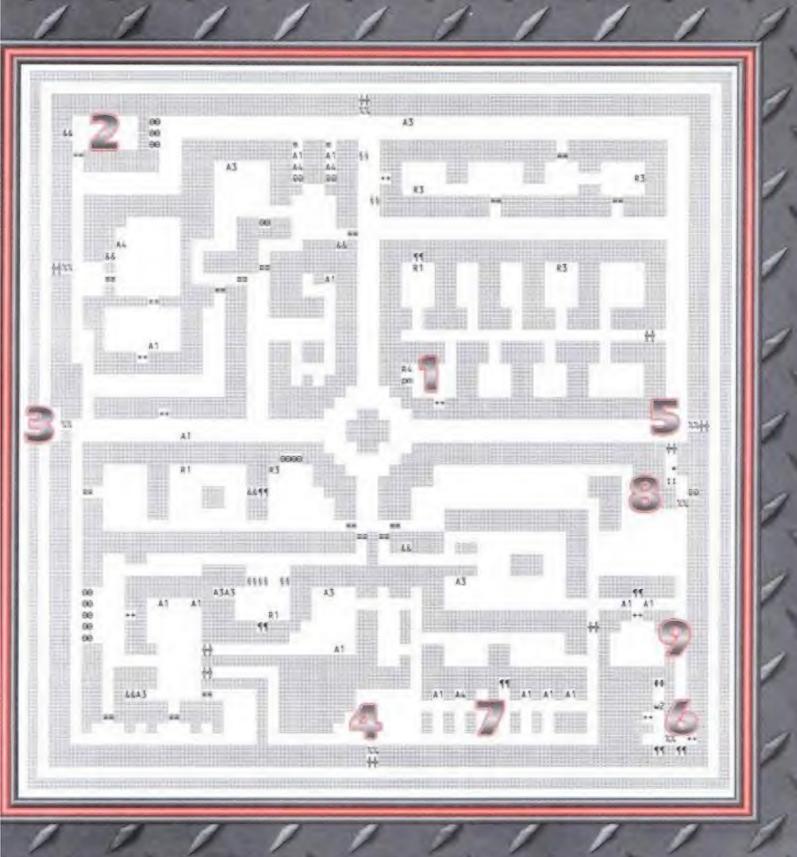
Map Legend
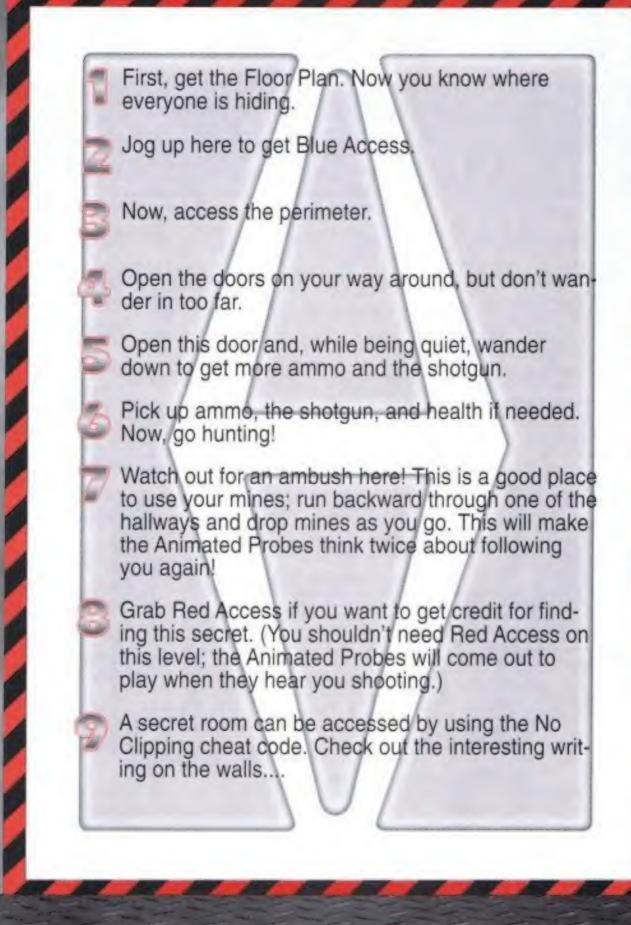
All the level maps include letters and symbols for monsters, walls, and resources. Use the following key:

```
                    Map Legend for Corridor 7

11   Elevator                              P3   Alioprobe (skill level 3)
11   Ammo Bay                              P4   Alioprobe (skill level 4)
11   Infrared Invisible Barrier           pm   Floor Plan (for the Proximity Map)
*    Your starting location               R1   Rodex (skill level 1 & 2)
#    Armor                                 R3   Rodex (skill level 3)
,    Adrenaline Boost                      R4   Rodex (skill level 4)
#    Secret passage (push wall)            sJ   Semaj (CD-ROM levels 31-40)
&&   Computer: Blue Access                 SO   SOLRAC Boss
++   Medic Pack wall                       T1   TTOCS (1 & 2)
##   Computer: Red Access                  T3   TTOCS (3)
A1   Animated Probe (skill 1 & 2)          T4   TTOCS (4)
A3   Animated Probe (skill 3)              +#   Transporter where # is a number. Entering the transporter
A4   Animated Probe (skill 4)                   will transport you to the transporter with the same number
B1   Bandor Alien (1&2)                         (CD-ROM levels 31-40)
B3   Bandor Alien (3)                      TP   Transporter to next level (CD-ROM lvls 31-40)
B4   Bandor Alien (4)                      TY   TYMOK Boss
BF   Boss Eniram (visible)                 VT   VORTEX
bp   Battery Pack (for alien weapons)      w2   Weapon: Assault Shotgun
En   Eniram (Marine) Invisible Enemy       w4   Weapon 3: M-343 Tribarrel Power Blaster
ep   Energy pack (Holds Ammo)              w5   Weapon: Dual Blaster
HC   Health Chamber                        w7   Weapon: Alien Assault Cannon CD-ROM
I1   Eitak (skill level 1 & 2) CD-ROM lvls 31-40   w8   Weapon: Alien Disintegrator   CD-ROM
I3   Eitak (skill level 3)     CD-ROM lvls 31-40   WR   Mechanoid Warrior
I4   Eitak (skill level 4)     CD-ROM lvls 31-40   xx   Electric Barrier
is   Invulnerability Sphere                22   Tebazile  CD-ROM version
J1   TENAJ (ski 1&2)                       ae   Alien Entrance
J3   TENAJ (skill 3)                            Wall
J4   TENAJ (skill 4)                       ||   Unlocked door
Nw   Nerraw  CD-ROM lvls 31-40             oo   Proximity mines
O1   Otrebor alien (level 1 & 2)          ++   Visor Battery recharge
O3   Otrebor alien (skill level 3)        oo   Windowed Wall
O4   Otrebor alien (skill level 4)        #    Locked door (RED access)
P1   Alioprobe (skill level 1&2)          ==   Locked door (BLUE access)
```

1 Back up and use the secret corridor to get the Body Armor.

2 If you have the CD version, there is another secret corridor just past the credits. Use it to get the Mines. If you don't have the CD version, use the secret passage on the other side of the first door.

3 The CD version's secret passage also has access to the shotgun. Pick it up before progressing through Delta Base.

4 Get the nearest Blue Access card. If you're playing the disk version, enter the security office. CD players can use the console in the hallway. (Watch out for the Animated Probe!)

5 Red Access can be gained behind a secret wall.

6 When you have Red Access, grab the Floor Plan, load up on ammo, refresh your health, and grab the invulnerability sphere. Now, have some fun and toast the rest of the aliens on this level.

7 Before leaving this level, recharge in one (or both) of the Health Chambers.

8 Use the secret passage to get to the Bonus Level.

1 First, get the Floor Plan. Now you know where everyone is hiding.

2 Jog up here to get Blue Access.

3 Now, access the perimeter.

4 Open the doors on your way around, but don't wander in too far.

5 Open this door and, while being quiet, wander down to get more ammo and the shotgun.

6 Pick up ammo, the shotgun, and health if needed. Now, go hunting!

7 Watch out for an ambush here! This is a good place to use your mines; run backward through one of the hallways and drop mines as you go. This will make the Animated Probes think twice about following you again!

8 Grab Red Access if you want to get credit for finding this secret. (You shouldn't need Red Access on this level; the Animated Probes will come out to play when they hear you shooting.)

9 A secret room can be accessed by using the No Clipping cheat code. Check out the interesting writing on the walls....

1 Go to the security office and get Blue Access.

2 Step across the hall and load up on ammo, health, and Adrenaline.

3 Access the perimeter to increase your mobility.

4 Grab the Floor Plan to help identify target areas.

5 Sneak into this area for Red Access. Now, you have the run of the level.

6 When needed, you can reload, grab Body Armor and more Mines, and recharge in the Health Chamber. Just make sure to dispense with the uglies here.

7 If your visor is running low, recharge it behind the Red Door.

1. Watch for the Animated Probe ambush! (You can see the tips of their wings before they can see you.)

   If you are sneaky enough and want to practice your mining technique, you can get pretty creative about killing these foes.

2. Move to the console for Blue Access, but watch your back. There are lots of aliens lurking nearby. (Lots of goodies too!)

3. Waste the aliens and load up. Load all your weapons and Ammo Packs. Use the Health Chamber if you need to.

4. Access the perimeter to increase your mobility and to get at the extra goodies.

5. Open the secret corridor and grab the Ammo Pack, the M-343 (if you don't already have it), and fill the Ammo Pack with ammo from the secret maze room.

6. Sneak in behind the Animated Probe and grab the Floor Plan. Now, you can hunt all of the aliens down.

7. Watch for an ambush here. Here's another opportunity for creative mine work, or just sneak up and let them have it.

8. Before leaving, load up with more ammo and use the Health Chamber.

9. Grab the Body Armor too.

1 Move to the Security Office first. Watch out for the Bandors and Rodex. Get Blue Access and the Floor Plan.

2 Stay away from this area until you finish off all the other aliens. You need all your concentration when facing your first alien boss.

3 Access the perimeter so you have as much mobility as possible.

4 Be careful in this hallway; lots of Animated Probes are waiting to finish you off. Try laying a handful of mines in the doorways and in the main hall. Use your M-343 or C.A.W. to finish off the survivors.

5 Wander through the maze to get the Adrenaline, and load up on ammo as you go.

6 Now, finish off the Eniram Boss. It's best to coax him out into the hallways instead of fighting on his turf. Visit the Bonus Level before moving on.
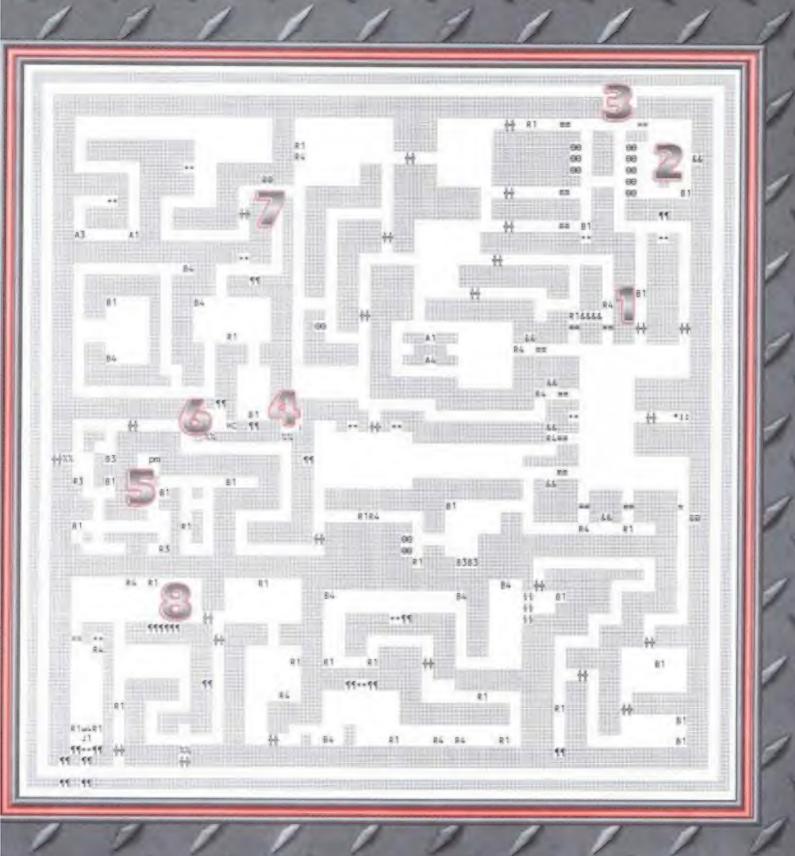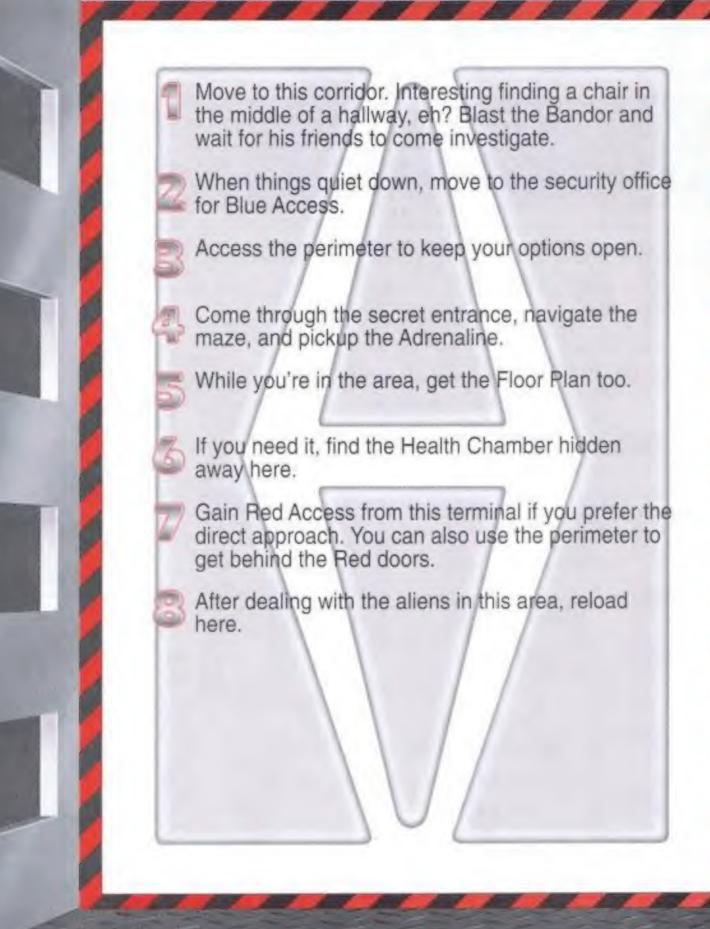
1 Get the Floor Plan first. Now there shouldn't be many surprises.
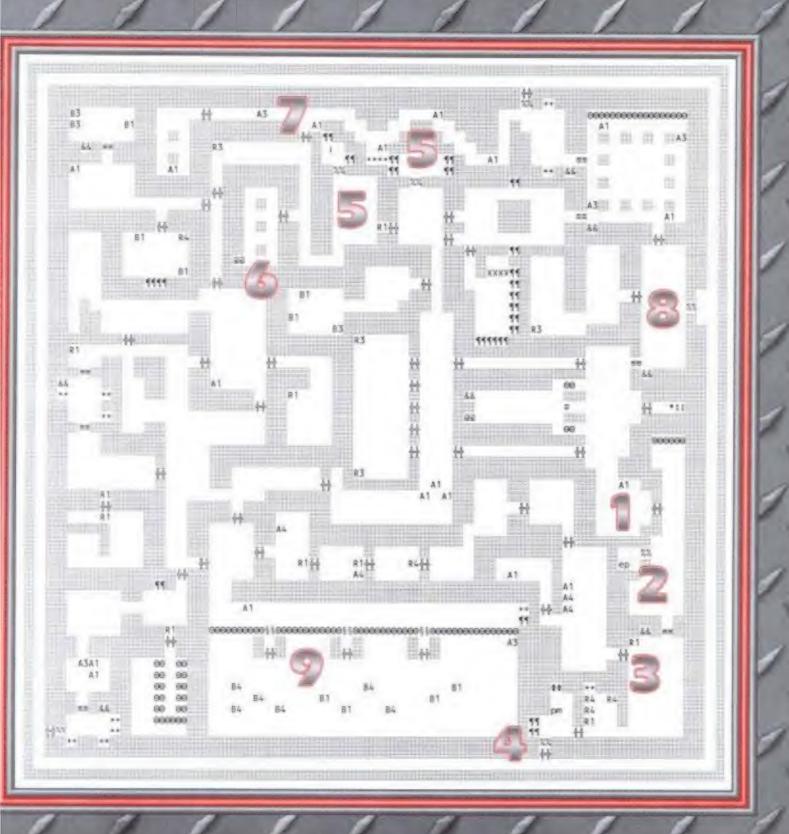
2 You can gain Blue Access here. There's still no alien resistance.
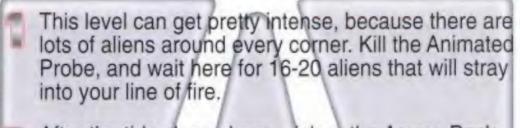
3 Access the perimeter to surprise many of the aliens on this level.

4 Here's your first meeting with a Tenaj. Let yourself in through the secret entrance and feed him lead.

5 You shouldn't have to chase any aliens through the maze-like corridors. Make enough noise and they'll come to you.

6 If you need it, use the Health Chamber and load up on ammo.

7 Grab the Body Armor for more protection.

8 You can get additional health here, but watch out for the Bandors.

1 Move to this corridor. Interesting finding a chair in the middle of a hallway, eh? Blast the Bandor and wait for his friends to come investigate.

2 When things quiet down, move to the security office for Blue Access.

3 Access the perimeter to keep your options open.

4 Come through the secret entrance, navigate the maze, and pickup the Adrenaline.

5 While you're in the area, get the Floor Plan too.

6 If you need it, find the Health Chamber hidden away here.

7 Gain Red Access from this terminal if you prefer the direct approach. You can also use the perimeter to get behind the Red doors.

8 After dealing with the aliens in this area, reload here.

1. This level can get pretty intense, because there are lots of aliens around every corner. Kill the Animated Probe, and wait here for 16-20 aliens that will stray into your line of fire.

2. After the tide slows down, pickup the Ammo Pack behind the wall.

3. You can convince an alien to let you into this area by firing a few rounds. Kill the unlucky foe and use the terminal to gain Blue Access.

4. Grab the Floor Plan and the Visor Battery. No more waiting. Go hunting!

5. Adrenaline and health are both hidden in secret passages. Get them when you need to.

6. You can get Red Access here, although you probably won't need it.

7. Watch out for surprises around every corner. Grab the health as you go by.

8. Access the perimeter if you want maximum mobility.

9. You might find the rest of the aliens hanging out here. Enter from the opposite end and snipe at them with the M-343. No problem at all!

1. Watch your back! There is a Bandor or two waiting for you to come off the elevator.

2. Enter the Security Office and get Blue Access.

3. You can get Red Access on your way to the perimeter (4).

4. Grab the Floor Plan and head out into the perimeter. Now have some fun.

5. Ignore the blueprints, 9 out of 10 times the Adrenaline and M-343 are missing from here.

6. Surprise and finish off the aliens through the secret perimeter entrances.

LEVEL 10

1 Use the Health Chamber and then grab the Adrenaline. You should be feeling pretty fine.

2 Get Blue Access from this terminal after dropping a few nasty aliens.

3 Grab the Floor Plan and note where the aliens are located. Start counting the dead.

4 Red Access is obtained here.

5 The perimeter isn't hidden, but can be useful.

6 There is Body Armor, an Ammo Pack, and an M-343 for the taking behind this secret passage.

7 Shoot at the Mechanoid Warrior from around the corner. Remember his range is limited. Your M-343 can make mincemeat of him from very long range.

8 Watch out for the clutter in this room. It's hard to stay mobile while tripping over chairs and tables.

9 When you're ready, take out the Eniram Boss. Take the Bonus Level by storm after he's dead.

10 Reload, health up, and restock in these areas if you need to.

1. Kill the Tenaj(s) and move quickly to this point. Get Blue Access, and open the chamber with the Invulnerability Spheres. Use them with care; this area is a bit far from any alien infestation for them to be of much use.

2. Move to the perimeter for goodies and mobility.

3. Grab the Floor Plan and another suit of armor.

4. Come back inside, and get Red Access here.

5. When taking this center section, watch out for the Mechanoid Warrior. He stays pretty active and can come from any direction. The Animated Probes can be blown away as they pour out of the room.

6. Use the Health Chamber if you need to. Watch out for the surprises behind the barriers.

7. If you can avoid it, don't enter this section; the Mechanoid Warrior will tear you up. Make enough noise to draw all the aliens into the hallways.

8. Here's extra Body Armor when you need it. Keep a suit or two in reserve, but don't take them all at once.

1 Watch out for the Animated Probe. It will hear the elevator open and be waiting for you. Get the Body Armor and Invulnerability Sphere if you need to.

2 Here, you'll have your first main level experience with an Eniram. Use your infrared to keep him in your sights.

3 The Floor Plan can be found here.

4 You can obtain both Blue and Red Access in this room.

5 Access the perimeter, and finish off the level.

6 Watch out for the classic Animated Probe ambush in this hallway.

1 This room is a goldmine! Get both Blue and Red Access, use the Health Chamber, grab the Floor Plan, and pick up a Visor Battery. Soak in the hot-tub if you get the chance. (Just kidding!)

2 Access the perimeter after blowing the aliens though this area. Use your infrared visor to spot and target the Enirams.

3 Grab the Adrenaline while you are out here.

4 Another Health Chamber, Body Armor, an Ammo Pack, and plenty of extra ammo is hiding around this area.

5 If you are running low on mines, stop by this room.

6 Another suit of Body Armor is back in this maze. Keep your head up and your infrared on while sneaking around here.

1 Get your Blue Access here.

2 Access the perimeter for more mobility.

3 You will find the Floor Plan hidden away here.
   Watch out for those pesky Enirams throughout this
   area.

4 Red Access will be granted here. Use the Health
   Chamber while you are in this room.

5 Adrenaline is pretty well hidden here. Get it when
   you can.

6 Use the two secret entrances to surprise the aliens
   in these two areas.

7 Grab the Visor Battery before straying too far into
   this area. Switch to infrared and teach the Enirams
   that they can't hide.

8 Grab the Body Armor before leaving the maze.

LEVEL 15

1 Clear this hallway with the M-343, and then place mines down the entire length. (3 or 4 should do it.) You might consider mining the doorway directly East of the elevator.

2 Sprint to this location, and kill the Tenaj. Ignore those sounds behind you.

3 Move quickly to this corner and shoot anything that moves. Use the Health Chamber and pick up ammo if necessary.

4 Access the perimeter, and get more ammo and Adrenaline as you go.

5 Grab the Floor Plan as soon as you can. Use an Invulnerability Sphere to help you get to it. Now you know where all those scum are hiding! Move room to room blasting everything alien.

6 Plenty of resources are hidden here.

7 After thinning out the aliens, get Red Access here. Watch out for the Mechanoid Warriors. Use your mines to hinder their progress.

8 Enter this area from the East, and grab the Invulnerability Sphere first. Keep your hands steady as you pour lead into the Tymok; he will be harder to kill if you run out of Invulnerability. Pick up his Plasma Rifle when he finally falls.

9 Visit the Bonus Level here.

1. Grab the Body Armor and Adrenaline before going too far.

2. Get Blue and Red Access from these terminals.

3. Pick up the Floor Plan and proceed to clear the rest of the level; start with the North hallways and work South.

4. Collect the alien Charge Packs to keep your weapons charged and ready.

5. Collect the Body Armor and the Invulnerability Sphere if you want it.

6. Stock up on ammo before leaving this level.

LEVEL 17

1. Run out of the elevator and then immediately back in. This move will draw the Enirams toward the elevator where you are waiting. Watch the Proximity Map, and turn your visor on infrared only when they draw close. Switch back to normal between waves of Enirams.

   Eventually, you'll need to wander out to mop up the survivors. Use your visor and go for the long range kill where possible.
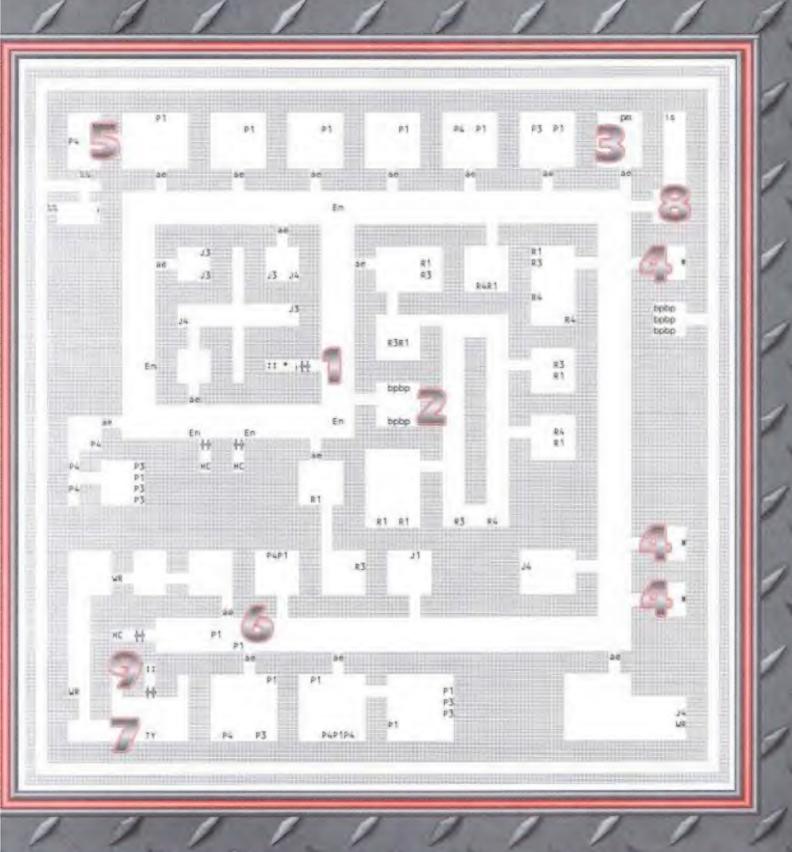
2. Get to the perimeter to gather up more resources.

3. Although the Body Armor and Invulnerability Spheres look promising, the secret passage does not allow access.

4. Gather the Body Armor and Adrenaline.

5. Pick up the Charge Packs and the Dual Blaster, if you don't have it yet.

6. Come back inside and get the Floor Plan. Use it to finish off the level.

7. If you need more Body Armor, pick up a suit here.

1 Get the Adrenaline right off the elevator.

2 Come down to this hallway and proceed North. Use the Proximity Map and your visor to identify threats.

3 Get Blue Access, and then enter the perimeter. Pick up the Ammo Pack and Mini-gun.

4 Use the secret passage to get the Body Armor and surprise the Eniram. Kill anything else that tries to get at you.

5 Blast the Mechanoid Warrior into oblivion, and grab the Invulnerability Sphere.

6 Grab the Floor Plan to find out where the rest of the aliens are.

7 Open this door, and fire off a few rounds. You can stand in the doorway and pick off each Rodex as it enters the hallway.

8 Grab this Invulnerability Sphere to help finish off the remaining Enirams and Mechanoid Warrior.

LEVEL 19

1. Get Blue Access from the terminal behind the elevator.

2. Run forward and get the Invulnerability Spheres.

3. Knock off the Eniram, and pick up the Visor Battery. You'll need it. Then, blast anything that moves in the adjoining hallways.

4. Enter the perimeter to pick up resources and surprise the aliens.

5. Get the Body Armor.

6. Grab the Body Armor inside and the Adrenaline outside.

7. Work your way to this terminal to obtain Red Access.

8. When you first enter the maze, make the Floor Plan your priority.

9. Be careful when entering this area. The Enirams will try to eat you alive.

LEVEL 20

1 Step into the hallway and then back into the elevator. Shoot anything that looks into the elevator until you don't see any more motion on your Proximity Map. Then step out and mop up any survivors. So, *this* is what an alien converted floor looks like.

2 Pick up the alien Charge Packs.

3 Get the Floor Plan. Now you know where everyone is hiding.

4 Get the three suits of Body Armor. *You'll need them.*

5 Access the perimeter, and grab the Adrenaline.

6 Work methodically through the floor, putting lead in any alien you find. But, avoid this area until the last.

7 Lure the Tymok out into the main hallway, if he doesn't come for you first. Lead him toward the North-East corner of the level.

8 When you're in the area, grab the Invulnerability Sphere, close in, and finish off the Tymok.

9 Enter the fourth Bonus Level here.

2

3

1

4

R1J4R1   R1J4R1

R1J4R1   R1J4R1

R1J4R1

R3
J4
R3

Ao

R4   R4

bpbpop

ep

En

P1

R1
J4
R1

R1
J4
R3

R4   R4

J1   J1

P3

pm

R1J4R1

R1J4R1   J1   WR   J1

P1

En

M   J4   R1R3

J4   J1
R1
R3

J1

J4   R3R1
1sJ3

R1   R1   R1
R3
J1

J1   J1

Ao

En

P3

P1   En

1. Now, *this* area looks different! The aliens just about have this level converted. Access the perimeter early.

2. Enter this secret area and go shopping. Plenty of ammo (of both varieties), Body Armor, and Adrenaline. The best part—no beasties.

3. Come back inside and hunt down the scum. When in the area, grab the Floor Plan to make finding the aliens easier.

4. If you need it, you can find more Adrenaline and Body Armor in this area. Don't forget about the two Health Chambers off the main hallway.

LEVEL 22

1 The multitude of aliens on this level are easier to track with the Floor Plan. Make a beeline to this room and pick up the Floor Plan. Hang out for a moment or two and pick off the brave aliens that follow you.

Note: Use the Light Amplification Visor to help you see on this level, but watch the power consumption! Also, now is the time to start monitoring your standard ammo reserves. Plain old fashioned lead is hard to find here.

2 Jog down the hall and get the Adrenaline.

3 Return to the main hall and pick up the Body Armor. Open the secret passage and get the second suit. (Don't neglect the Charge Pack.)
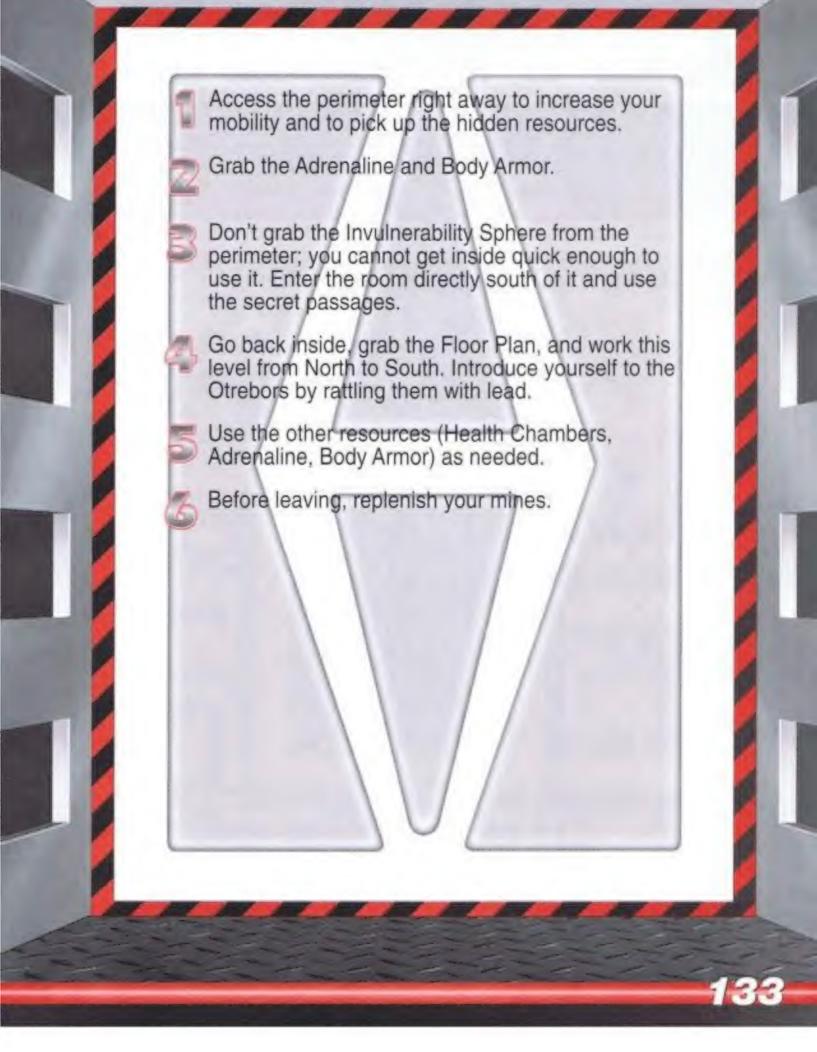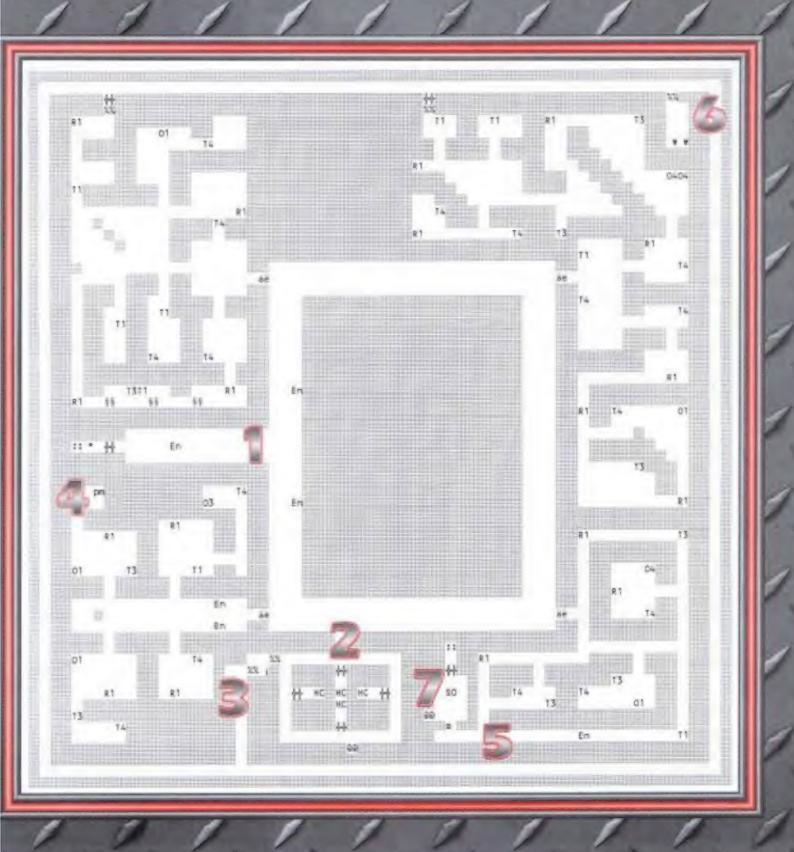
4 Grab the Adrenaline on the other side of the elevator. Pick up one or both Invulnerability Spheres and eliminate everything that moves on this level.

1 Grab the Adrenaline and head for the perimeter.

2 Inside this maze, you can find everything you need to make short work of the alien threat on this level. (Don't forget to charge the visor; you will need it!)

3 Re-enter the level at this point and hunt the aliens in a counterclockwise direction. Use the Invulnerability Spheres, Body Armor, and so on.

1. Access the perimeter right away to increase your mobility and to pick up the hidden resources.

2. Grab the Adrenaline and Body Armor.

3. Don't grab the Invulnerability Sphere from the perimeter; you cannot get inside quick enough to use it. Enter the room directly south of it and use the secret passages.

4. Go back inside, grab the Floor Plan, and work this level from North to South. Introduce yourself to the Otrebors by rattling them with lead.

5. Use the other resources (Health Chambers, Adrenaline, Body Armor) as needed.

6. Before leaving, replenish your mines.

LEVEL 25

1 Watch for the Enirams, but be aggressive and stay on the move. Have plenty of power for the visor; you need it on this level!

2 Move quickly to this area. Get Red Access and health up in a chamber.

3 Open the passage to the perimeter, grabbing the Adrenaline on the way. Don't go outside just yet, however.

4 Fight your way to the Floor Plan. Now that you see the aliens on the Proximity Map, hunt them down, moving clockwise around the level.

5 Stay away from this area until you kill everything around it.

6 Visit the perimeter and grab the two suits of Body Armor. Then visit the Health Chambers (2) and maximize your health.

7 Now, open the red door and coax the Solrac into the hallway, where you can get a good shot. If you don't want to waste ammo, run backward, mining the corridor as you go. (Be careful not to cut off all access to this area!)

After the Solrac is dead, access the fifth Bonus Level.

1. Watch for the Eniram ambush. Flip on the visor and show them that they cannot hide.

2. Get to this area and grab the Floor Plan.

3. Run next-door, grab the Invulnerability Sphere, and finish off this area.

4. If needed, use the Health Chambers to regain full health.

5. Blaze a path to the Body Armor and Adrenaline. Now, finish off this level.

6. When you pass through this area, restock mines by opening up the secret passage.

7. Recharge the visor when you get the chance. Use the two Health Chambers, and grab the two suits of Body Armor.

LEVEL 27

1. Access the perimeter early. Grab the suit of Body Armor as you go.

2. In this maze, you can find everything you need. Grab more Body Armor, Adrenaline, and perhaps more mines.

3. Work your way up to the Floor Plan. Hunt down all the aliens.

4. Don't bother with this entrance from the perimeter; the door gets jammed and you can't get in.

5. Don't fight the Mechanoid Warrior on his turf. Coax him into a long hallway, and blast him from a distance.

6. Don't stay in the main hallway while there are still aliens alive because there are too many entrances. The aliens can swarm all over you in seconds.

1 Wander into the perimeter first.

2 Grab the Adrenaline, and open the passage back into the level.

3 Sneak forward and grab the Floor Plan. Don't count the number of yellow dots, it just makes you nervous.

4 Run backward down the hallway, laying mines as you go. As the aliens come for you, they meet with an unfortunate surprise. The explosions wake up the rest of the level, so stay alert!

5 Get the Invulnerability Sphere and polish off the Enirams and Mechanoid Warrior in this corridor. Stand at the end of the hallway and kill everything that comes your way.

6 After things calm down, move toward the Health Chambers and repair the damage done to your body.

7 When necessary, use the perimeter to get more mines and another suit of Body Armor.

8 If you like, you can use the Invulnerability Spheres, but first open the passage to the level. You might try to coax as many aliens as possible into the hallway before grabbing the spheres. Their effect doesn't last long enough for you to hunt down aliens.

LEVEL 29

1. In this level your ammo conservation either pays off or gets you into trouble. Make your way toward the Body Armor first. Stand still for a minute and pick off any alien that dares follow you.

2. Watch for the Mechanoid Warriors. Creative mine laying can make short work of these monsters.

Note: Lay mines in many intersections to cover your back. As needed, replenish the mines to keep your cover.

3. When you reach these sections, go for the Invulnerability Sphere. Then polish off all the aliens who are standing around, ogling you.
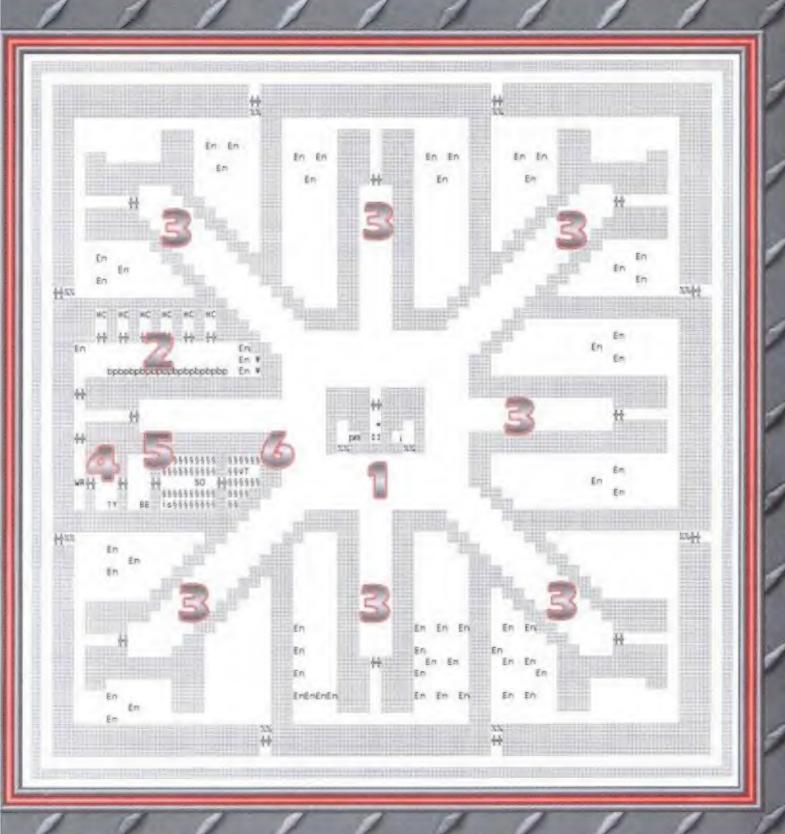
1 This is it, you've reached Corridor 7. Grab the Adrenaline and Floor Plan.

2 Cut a path through the Enirams, and load up on Charge Packs. Don't use the Health Chambers just yet.

3 Start eliminating aliens sector-by-sector. Open the door at the end of the hallways and fire off a few rounds. Mow them down as they come to investigate. Clear only half the level before taking on the boss aliens (4). You need to have enough ammo for them.

4 Use the Health Chamber(s) before taking on the bosses. Open the door and let the Mechanoid Warrior follow you out. Lay a few mines in his path and watch him fall. The Tymok and Boss Eniram aren't as easy; they probably will not follow you. Use the Plasma Cannon to burn them as quickly as you can.

5 You can deal with Solrac in two ways: rush in and use the Invulnerability Spheres or let him follow you into a few well-placed mines. Either way, you may want to visit the Health Chambers again before confronting him. If you have the ammo, finish off the other aliens.

6 This is it, the vortex that lets these creatures in. Destroy it by emptying a few clips of ammo into its center. Be careful where you stand around it; the whole room is laced with energy draining beams.

Do not destroy the vortex. You must enter it and proceed to the aliens' world. Walk into the center of the vortex to pass into their turf.

The Bonus Levels

Corridor 7 has six bonus levels. These levels allow you to practice strategy, perfect your aim, and increase your score.

You cannot lose the game on a bonus level; you play until you kill all the aliens or they kill you. The bonus levels are accessible from the following main levels:

Bonus Level	Main Level
A	1
B	5
C	10
D	15
E	20
F	25

Note: Usually, the elevator to the bonus level is near a boss alien. See the previous maps in this section for exact locations.

Your score on each bonus level is figured by multiplying your percentage of kills by 100.

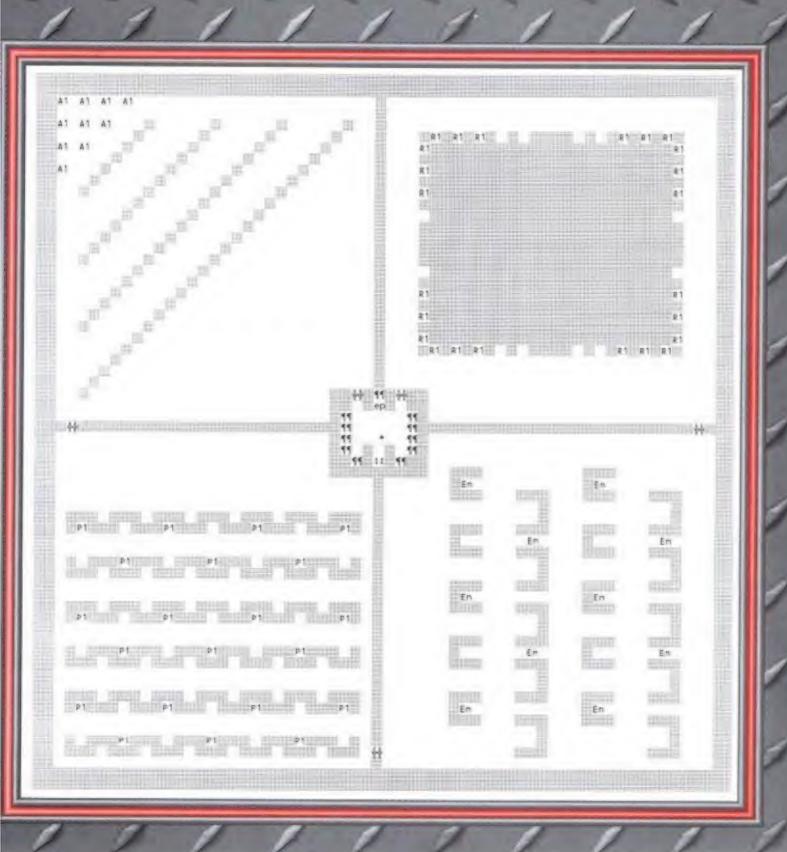An additional bonus is given for the number of shots fired and the percentage of times you hit an alien.

The more times you fire (and hit), the higher the bonus. Therefore, it's to your advantage to use the C.A.W. on bonus levels, which fires more ammo and does less damage, which increases the number of times you hit.

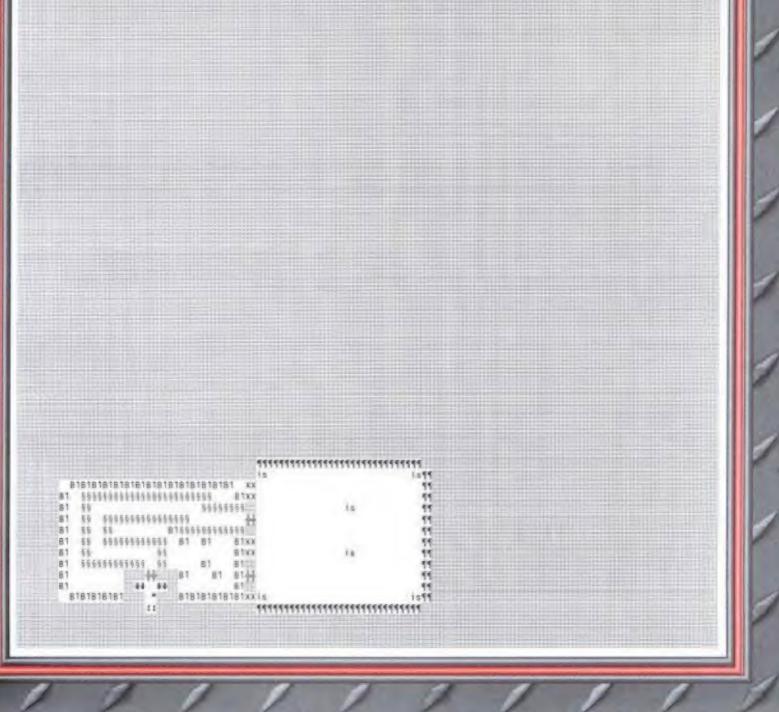The strategy for each bonus level is identical:

- Load up on ammo, armor, and so on.
- Kill everything, using the maximum amount of ammo per kill.
- Don't worry about resources. You come out of the bonus level with everything you took in—no more, no less.
- Remember that you can't die. Take some chances. The only downside—your bonus may not be as high.

The following pages show the layout of all six bonus levels. Use the same key as the main levels, given on page 85.
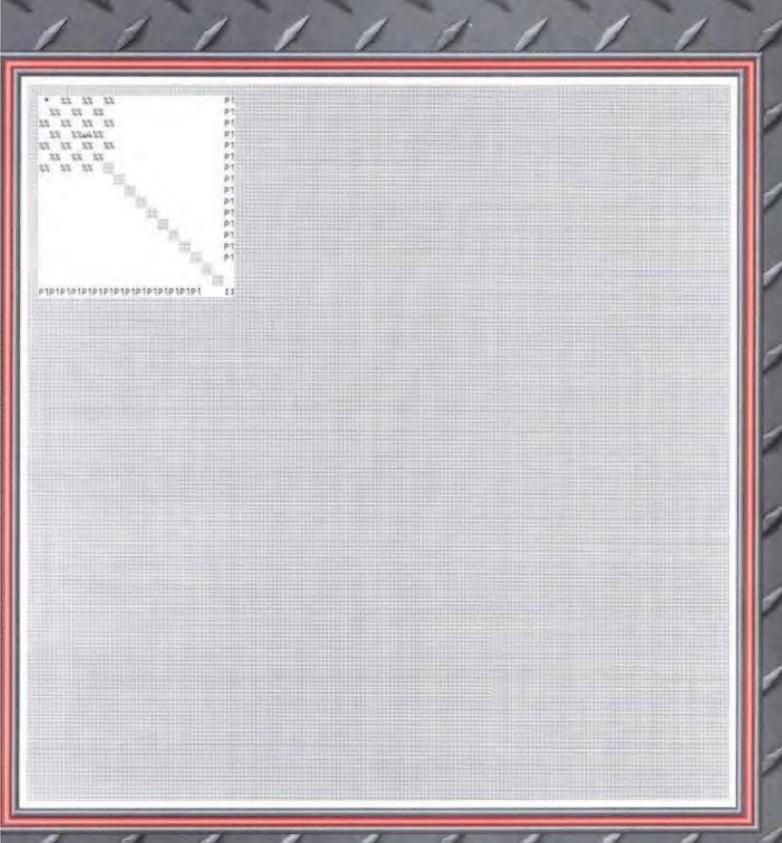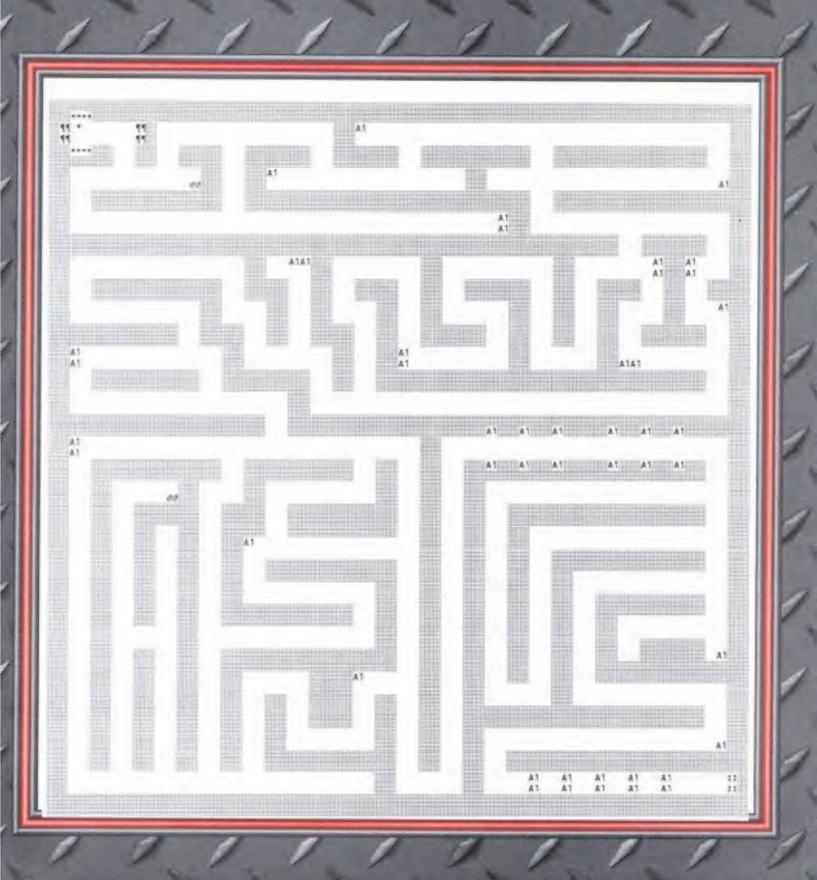
BONUS LEVEL A
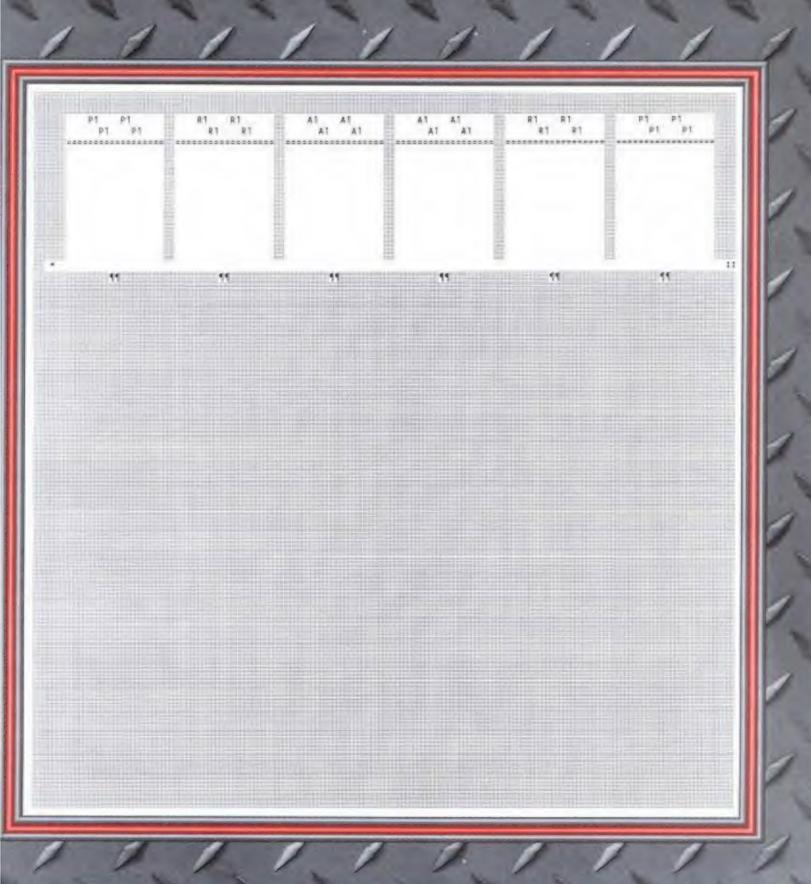
BONUS
LEVEL B

BONUS LEVEL C

| P1 P1 | R1 R1 | A1 A1 | A1 A1 | R1 R1 | P1 P1 |
| P1 P1 | R1 R1 | A1 A1 | A1 A1 | R1 R1 | P1 P1 |

BONUS LEVEL F

CD LEVELS
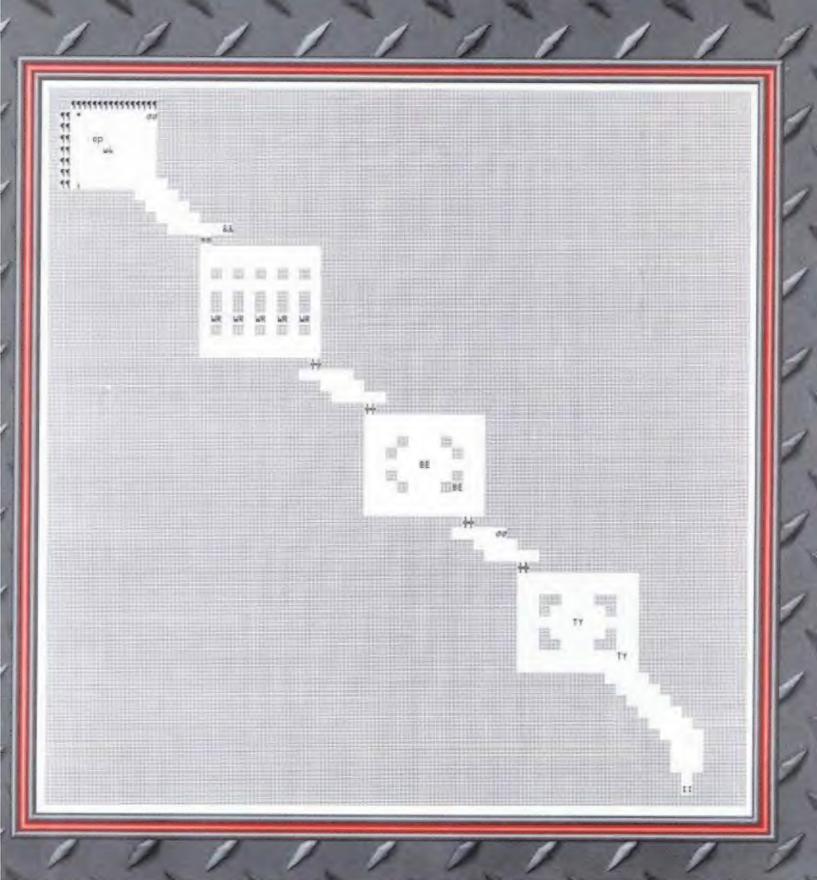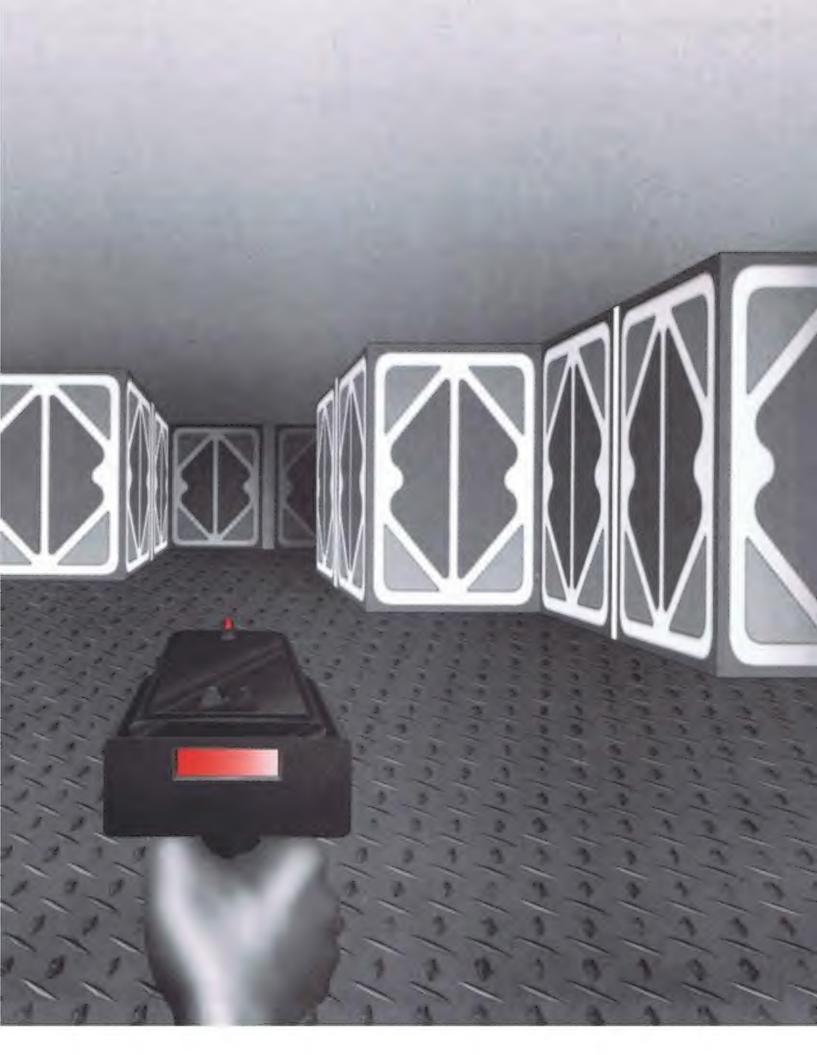
Additional Levels—
CD Game Only

The CD version of Corridor 7 includes 10 new levels. In this version, you don't end the game by destroying the vortex on Level 30.
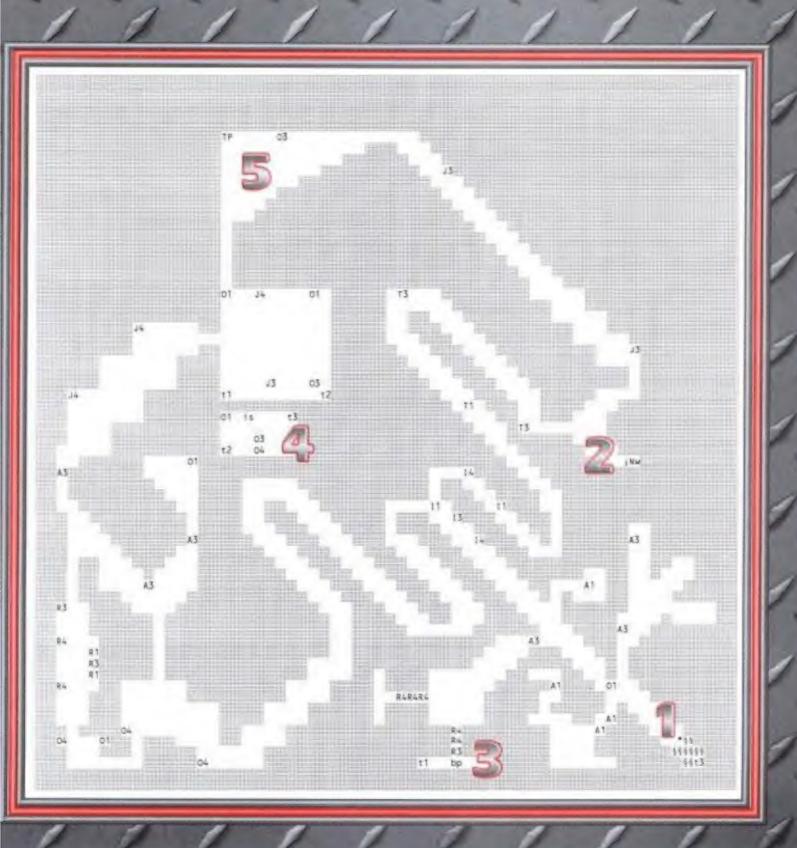
Instead you enter the vortex and take the battle to the aliens on their own turf—the alien home world.
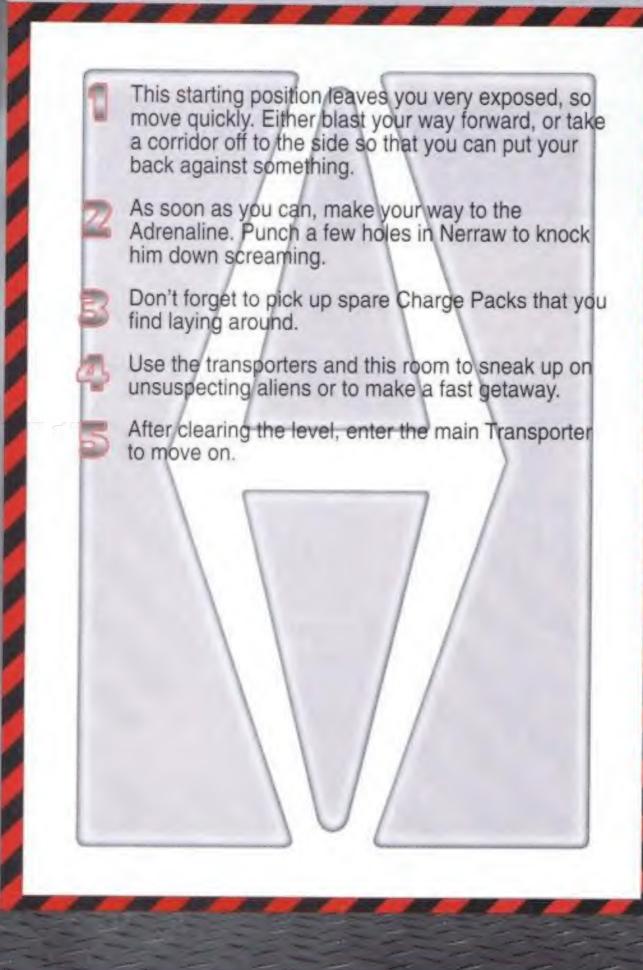
The additional levels are played just like the original 30, but with the following exceptions:
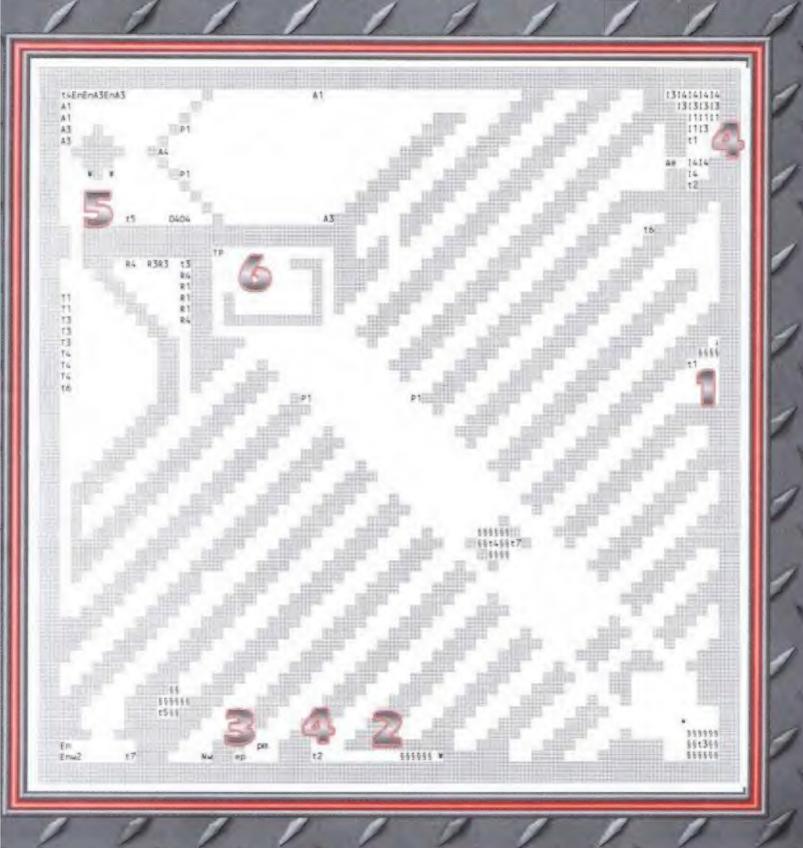
- Movement between levels is accomplished by entering a red transporter instead of an elevator.

- You can leave a level at any time (without completing your necessary kill ratio) by entering the red transporter.

- The alien levels include transporters that transport you between rooms.

- Earth supplies such as Medic Kits, Mines, and standard ammo are much more scarce.

The following pages show the layout of all ten additional alien levels. Use the same key as the main levels, given on page 85.

Note: These levels were play tested using the same guidelines given in "The Levels" earlier in this book, except for more emphasis on ammo conservation.

1. This starting position leaves you very exposed, so move quickly. Either blast your way forward, or take a corridor off to the side so that you can put your back against something.

2. As soon as you can, make your way to the Adrenaline. Punch a few holes in Nerraw to knock him down screaming.

3. Don't forget to pick up spare Charge Packs that you find laying around.

4. Use the transporters and this room to sneak up on unsuspecting aliens or to make a fast getaway.

5. After clearing the level, enter the main Transporter to move on.

LEVEL 32

1. Move forward and get the Adrenaline first. Watch out for Eitaks transporting in. Mow them down and get to the Adrenaline or you won't survive long.

2. Make the Body Armor your next priority. Watch out for the health-zapping lasers in this corridor.

3. Next get the Floor Plan. Now you can hunt all the aliens down.

4. Use this transporter if you need a break from the action. It takes you to the room in the Northeast corner of the map, which should be empty.

5. Pick up the Body Armor as you pass through and kill aliens in your path.

6. This Transporter takes you to the next level.

LEVEL 33

1. Watch out for the Ttocs anticipating your arrival. Back up and get the Body Armor before moving on.

2. Work your way to this room and get the Adrenaline. Be careful not to step on any Semaj on your way. (Some aliens will follow you, so stand in the doorway and shoot at them from a distance.)

3. An abundance of Alien Assault Cannons can be found here. Watch out for the Eniram guarding them.

4. Grab more Adrenaline and a Charge Pack for your new weapon here.

5. Finish off the aliens here and move to the next level through the Transporter.

1. Move through the Animated Probes to this corridor and get the Adrenaline. Wait a second or two to catch any alien brave enough to follow you.

2. Take transporter #2 to get more ammo, Visor Batteries, Adrenaline, and Body Armor.

3. Find the Floor Plan to help seek-and-destroy all life on this level.

4. The Transporter to the next level is behind these doors. Grab the Body Armor before moving on.

1 Turn around and load up on precious ammo.

2 Wander around a bit to stir up the alien populace. If you have any face-to-face encounters, quickly dispose of the invading aliens. (No number on map.)

3 When you are ready to do some real damage, take transporter #1 and get the Floor Plan.

4 Learn the transporter's routes and use the Proximity Map to help find all the aliens. (No number on map.)

5 You can find your way out by navigating all the transporters. Check the map one last time for survivors and then move on.

LEVEL 36

1 Rush down the corridor and take the Floor Plan. Blast any alien that tries to stop you.

2 Take this transporter and make short work of the Animated Probes waiting for you. Do the same to the Mechanoid Warrior and pick up the Alien Disintegrator. This is not a toy, boys and girls—use it wisely!

3 Plunder the rest of this level. Take all the resources that you can find and kill anything that moves. (No number on map.)

4 Restock your mines here over the Eniram's dead body.

5 Grab the Body Armor and you are out of here. Oh yeah, make sure the Alien Disintegrator is your active weapon before entering this Transporter...

1. Did you read the last level's hints? Is the Disintegrator ready? Good. Now blow away most of the room's occupants and then get the Invulnerability Sphere. Change weapons and mow down the survivors.

2. Proceed to this transporter to get to the main hallway.

3. Move to the end of the hall and get the Floor Plan, Body Armor, and Adrenaline.

4. While in the area, stir up the Tymok a bit. Perhaps you can get him to come out and play with your mines?

5. Go back to the starting hall and take transporter #2 to this hallway. Stay in one spot and shoot anything that shows its face.

6. Load up on supplies here before you return to the Tymok area (4) and enter the Transporter.

LEVEL 38

1 Kill everything in this room quickly. If you want to waste some ammo, let the Rodex eat some Disintegrator output.

2 Enter this area but stay on your toes. Shoot everything that you can before moving to the two suits of Body Armor and the Adrenaline.

3 Grab the Floor Plan and head out through transporter #2.

4 Stand in place and shoot the aliens as they come at you. Watch the side corridors on the Proximity Map so that you don't get surprised.

5 Chew up the Mechanoid Warrior who stands in your way and proceed through the Transporter.

1. This level can be fun and it can be deadly. Keep alert and shoot straight! First mop up any aliens around this hallway.

2. Grab the Floor Plan so you can keep an eye on all the aliens.

3. Run around this area, hoot, holler, and shoot off a few rounds. Do you have the aliens' attention yet? (Pick up the Adrenaline located at the far east corner while you are here.)

4. Return to this area (1). Mine one hallway and use the other for mobility and target practice. Watch the map to keep any aliens from surprising you.

5. After things slow down, use transporter #3 and wake up the Tymok. Lure him out through the transporter and finish him in the main hall. Then return to his lair and stock up.

6. Another important resource is this room. You enter this room through transporter #4.

7. Re-stock your mines at anytime but certainly before leaving this level.

8. Jump into the Transporter when there are no yellow lights left on the Proximity Map—it's time to finish this.

1. Shoot anything that moves while making your way (quickly) to the Invulnerability Sphere. Finish off any remaining aliens and head through the transporter.

2. Drop any aliens in this room and pick up the Body Armor and Charge Pack before moving on.

3. Just another room full of aliens waiting to die. Get the Adrenaline before moving on.

4. Blaze a path to this point and nail the Mechanoid Warrior down the hallway.

5. Before you take a transporter out of this area make sure there are no living creatures left. This is your safe area to retreat to and you don't want any surprises.

6. Tear up the Eitaks but leave the Invulnerability Sphere for when you encounter the Tebazile.

7. When it's necessary, grab the Invulnerability Sphere and face Tebazile. See how many times you can get him to morph before the Invulnerability runs out. Use your mines to finish the job. (Luring him to area 5 usually works the best because there are lots of long corridors to mine.)

Return to the Vortex and enter it to return to earth. On the other side, you can destroy the vortex and close the door to end the invasion. Now, what's for dinner?

Corridor 7 has some built-in diagnostics that you can effectively use as "cheat keys."

Cheat keys are a method of making the game do things that it doesn't do normally, usually to your benefit. One cheat key, for example, gives you every weapon, 25 mines, 100 points of health, both access cards, the Floor Plan, 200 standard rounds, and 100 charge points for alien weapons. Another cheat key makes you invulnerable to any attack.

Note: Although you can use the cheat keys covered here to enhance your score or abilities, the game is at its best when played without using these keys. (But it can be therapeutic to wander through the levels, with the Disintegrator making alien hamburger without fear of running out of ammo....)

The Main Cheat

Most of the cheat codes in Corridor 7 require several steps to activate. The main cheat key sequence requires no setup and can be activated at any time during the game (network and modem games excepted).

To activate this cheat, press the keys W, A, and X together. Your player will instantly receive:

- Every weapon
- 100 points of health
- Blue and Red Access
- The Floor Plan

- 200 rounds of ammo
- 100 alien charge points
- 25 mines

You can use this cheat to maximize health and ammo at any time, up to the maximum in the preceding list. Pressing WAX multiple times doesn't increase your health past 100 or your ammo past 200/100.

Diagnostic Codes

You can use a handful of additional keys to accomplish various actions or get various data in the game. These keys require that you start Corridor 7 with the level1diagnostic command line parameter. Additionally, you must press a particular series of keystrokes to enable the diagnostic keys.

To enable the diagnostic keys you must start Corridor 7 with the level1diagnostic parameter. If you use the CORR7 batch file, start Corridor 7 by typing:

```
CORR7 level1diagnostic
```

If you use the diagnostic codes often, add level1diagnostic *to the CORR7 batch file.*

After the game starts, choose New Mission or Retrieve a saved mission. Once in the game, press the Ctrl key, the left Shift key, and Tab key together. You see the message Special keys enabled. Press the space bar to clear the message. You now are ready to use any of the diagnostic keys in the following list.

Note: Each diagnostic key requires the backspace key and a letter key. Hold down the Backspace key, press the letter key, then release the Backspace key.

Backspace + C

This key pauses the game and displays information on statistics, doors, and actors. The only useful information for the player is the actor information. The Total actors value indicates how many aliens there are (alive or dead) on this level. The Active actors value indicates how many aliens are alert to your presence. (The Active value includes dead aliens.)

Backspace + D

Toggles walk debug mode on and off. When on, this mode displays your coordinates and information about the construction of the level immediately around you. You can use the pos coordinates (your location) to pinpoint key locations on the map for other players.

Backspace + F

Although not really useful, this key displays detailed player location information. Your exact compass angle (0 = North) and relative direction (North, South, East, or West) are probably the most useful of the bunch. Press any key to clear the display.

Backspace + G

Toggles god mode on and off. When god mode is on you cannot be hurt by anything. Useful when play testing levels or trying to get to an area where you always died.

Backspace + I

Adds 100,000 points to your score, gives you 200 rounds of ammo and 100 alien charges (more with subsequent use if you have an Ammo Pack), and the next powerful weapon.

Backspace + M

Pauses the game and displays information about the memory available and the memory being used. Not too useful to a player, but perhaps useful in determining if a problem is memory related.

Backspace + N

Toggles no clipping on and off. When no clipping is on, you can walk through walls, doors, aliens, and any other usually solid object. This cheat key can be a lot of fun, but also disorienting. Level 2 has a room accessible only with this cheat.

Backspace + P

Allows you to play the cinematic sequences manually. When prompted for a Flic name, enter the drive letter of your CD-ROM, the path \CORR7CD\, and the name of one of the sequences. Valid sequence names are:

SEQONE.CO7	Displays the Capstone logo.
SEQTHREE.CO7	Displays the opening sequence of the artifact being retrieved and the aliens invading.
SEQFOUR.CO7	Displays the ending animation of the vortex being destroyed.

For example, to play the ending sequence (on a CD-ROM set up as E:) you would type:

```
E:\CORR7CD\SEQFOUR.C07
```

Press Enter.

Note: You must have the minimum memory required to play the animated sequences for this key to work.

Backspace + R

Causes the image of the Solrac to appear in front of you, just in case you haven't wasted enough ammo on him yet.

Backspace + T

Pauses the game and displays information about the transporters on the current level. The transporter number, location, and location to which it transports is shown. Use this cheat in conjunction with Backspace + D to identify what transporters go where.

Backspace + W

Allows you to warp to any level. When prompted with Warp to which level, type the number of level to which you want to warp (as indicated in the following paragraphs) and press Enter. Your score is zeroed, but you are instantly taken to the starting point of the level.

The levels are broken down as follows:
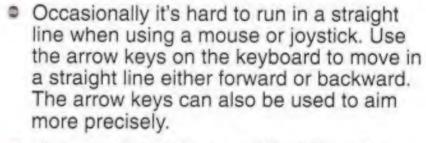
Levels 1-30	The initial 30 levels in Delta Base
Levels 31-36	Bonus levels A-F
Levels 31-40	Alien World levels
Levels 41-46	Bonus levels A-F
Levels 47-50	Empty, not used
Levels 51-58	Network/modem levels
Levels 59-60	Empty, not used

Use the Warp key to explore the network/modem levels in non-network mode.

TIP

- Occasionally it's hard to run in a straight line when using a mouse or joystick. Use the arrow keys on the keyboard to move in a straight line either forward or backward. The arrow keys can also be used to aim more precisely.
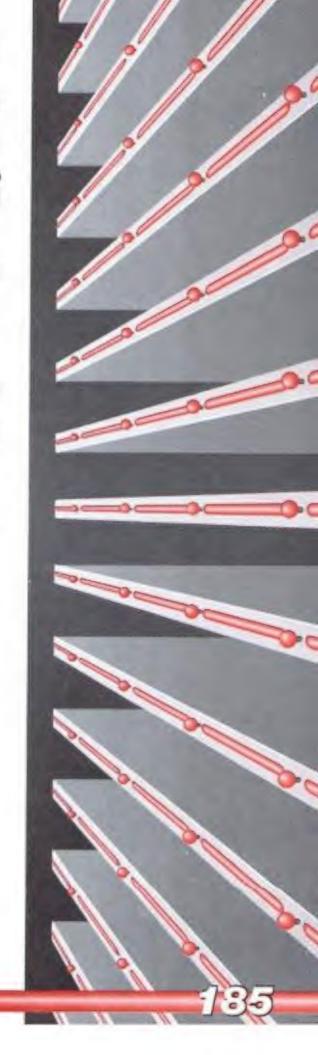
- Keep moving! After you stir up the aliens, they will seek you out relentlessly. It's too easy to be surprised by a hungry alien if you are standing still. If you must stand still, do so in a safe place.

- Listen to *everything*. If you hear a door open and you didn't open it, then something else opened it. Occasionally the pattern of doors can give away an alien's presence.

- Also, listen for the trademark sounds of the individual aliens—the Rodex's squeak, the Otrebor's laugh, and the Bandor's morphing sound. These sounds can alert you to an alien presence before the alien blaster fire does.

- Consider playing with headphones. The sounds are much clearer and intense, and the stereo separation (on stereo sound cards) can alert you to the direction from which a threat is coming.

- Know when to run and know when to walk. Sometimes it's hazardous to run through a level. This is especially true when mines are strewn about or when there are electric fences. Oftentimes I've sprinted around a corner just to have my body fry on a fence!

- Use the Proximity Map. Unless you are into a lot of surprises, the Proximity Map should almost always be active.

- Watch alien movement on the Proximity Map to assess their type and strength. The slower moving dots are generally Alioprobes or a Rodex. The faster moving dots are usually Animated Probes.

- Never get too close to an alien. An alien's blaster can turn your skin into molten slime at close range; however, they are *much* less effective at long range. Use the M-343 to punch holes in them from a distance.

- When you enter a room, consider stepping in and then immediately back out. Generally, any aliens that are hiding inside will step forward to greet you. Show them the business end of your weapon instead of your hand. Be watchful for Bandors— they like to sit inside doors and wait for a clear shot of your back as you pass through.

- Consider opening Medic Kit bays as you pass them. You never know when you will be in a hurry for health and not have the time for that pesky blast shield.

- Do not take everything you find immediately. Sometimes it's better to leave Adrenaline and Body Armor for emergencies. However, in my opinion, you can never have enough ammo.

- Move backward down a hallway to mine its entire length. Watch the Proximity Map to try to get the mines close to intersections as you move.

- Always try to move backward as you lay mines. Occasionally one will explode prematurely, especially if you try laying them close to alien bodies. The sooner you can put distance between yourself and the mine the better.

- Be careful not to block a critical path with mines. Although it may seem like a particular corridor may be ripe for mines, make sure you don't need to travel it again before you make it inaccessible.

- Keep the Plasma Rifle handy to destroy mines that block your path. Remember that the aliens that use the Plasma Rifle will set off the mines they fire over as well.

- If an alien dies in a doorway, the door will remain open. Use this fact to your advantage, but be careful not to keep a door open that allows other aliens easier access to you!

- Inside most secure doors is a terminal that gives you access to that door. If an alien opens a door that you do not have access to, kill the alien and then rush forward and use the terminal on the other side of the door.

- Most aliens will even try to get at you through walls. You can use this fact to guide the aliens to a location you prefer. Simply watch their migration on the Proximity Map and move the direction you wish them to go.

- When playing a network or modem game, consider putting mines around a few select Medic Kits or Ammo Bays. If your opponent(s) need either, they'll be in for a big surprise.

- The bigger weapon isn't always the best. For example, the Plasma Rifle, although it does a lot of damage, is slow to fire. Additionally, the plasma takes a long time to reach its target. The best two weapons for my money are the M-343 and the Alien Assault Cannon. (The Assault Cannon is available only in the CD version.)

- Take advantage of some alien's tendency to turn their back on you (notably the Tenaj and Rodex). Also, most aliens will not fire as they are being hit. Hit them often (usually with a fast weapon) to keep them from returning fire.

- The Infrared Visor can see Blue and Red Access terminals. When faced with a bank of terminals, switch to infrared to determine which to use.

- Remember that opening doors can give your location away almost as quickly as gunfire.

- Never underestimate the enemy. Remember that the weaker aliens tend to flock together. Although one Alioprobe is of no match, ten or more can easily swarm and overcome your defenses.

- Keep tabs on your supplies. Glance at your display often to see how much ammo, energy, and health you have left. It can be deadly to rush into an infested room only to run out of ammo!

- On the alien converted levels (21+) you should primarily use the energy weapons. Old-fashioned projectile ammo is scarce on these levels and your ammo can quickly run dry. However, many aliens will drop Charge Packs when they die which allows you to keep your energy weapons fed and happy.

- Use your Visor sparingly. Rely on the Proximity Map to move through non-infested areas. You will need the Visor energy when you encounter aliens in a darkened corridor (or Enirams anywhere).

- Memorize landmarks and corridor paths as you proceed through a level. They can help you navigate your way out and find key items a second time.

- Consider playing the Animated Probe in network or modem play. These aliens are unnaturally fast and can outrun (or overtake) all other aliens.

- Bandors are not as effective as you may think in network or modem play. There are few filing cabinets, barrels, chairs, and plants in the network levels. After a few surprises, your opponent(s) will shoot anything that you can morph into.

- Save your mission often, especially before a perilous action or after success. It can be frustrating to have to retrieve a mission that was saved two levels ago.

- In network or modem play, notice where your opponents tend to hang out. Lure them away from their safe place and then double back and mine it. (Ouch!)

- Some weapons (notably the M-343 and Plasma cannon) can blow holes clean through aliens and inflict damage to anything behind your target. Try to get groups of aliens to bunch together before you open fire. You will generally kill more with less ammo.

- Don't be afraid to take chances—it can help keep the game exciting. The worst thing that can happen is that you die, which will force you to have to retrieve a saved mission. (You are saving often, aren't you?)

- Don't give up. If you encounter a difficult obstacle that keeps killing you, try a different approach. (Don't resort to using the cheat keys right away.)

- Be unpredictable in network or modem play. Don't let the other players learn all of your tricks (use different weapons, different hiding places, and different strategies from time-to-time).

- Use the Strafe key. This key enables you to sway side-to-side in and out of a doorway or around a corner. This provides you with cover when you fire at your foes. With a little practice this can be a deadly maneuver.

The CD version of Corridor 7 enables you to play against one or more of your friends on an IPX-compatible network. There are eight levels specifically for network play that include plenty of health, ammo, and weapons.

In network play, you can be a Space Marine or you can play one of ten aliens. When you play an alien, you inherit its speed, general health, and all special abilities that the alien may have.

When playing a Bandor, for example, you morph into an object (chair, file cabinet, plant, or barrel) when you stand still. If you play an Animated Probe, you will move very quickly.

Corridor 7 has two modes of network play— standard Network (where everyone is out for themselves) and Network Teams (where players that choose to play the same aliens form a team).

This chapter leads you through the basics of playing on a network and also gives you the layouts of all the network levels.

Running Corridor 7 on a Network

The following sections take you through the steps necessary to start a network game of Corridor 7.

Starting the Game

The best way to run Corridor 7 on a network is to install it on a network drive, using the Network option. Then start each copy of Corridor 7 by using the supplied CORR7 batch file.

To run Corridor 7 manually, use the following parameters:

```
CORR7CD local network keepfiles
```

Note: You must have a network card installed, and the card drivers and an IPX driver loaded before running Corridor 7.

When you get to the Main menu, choose New Mission, then choose Network or Network Teams if you want to play on teams.

Choosing a Player

The next screen (Choose a Player) allows you to choose your character, either creature or Marine. If you play Network Teams, the players that select the same alien form a team.

If playing with eight players, for example, two players can choose Animated Probes, two Bandor barrels, and the other four Space Marines, which makes three teams: the Animated Probes, the Bandors, and the Marines.

You can choose from the following creatures:

Alioprobe

Animated Probe

Tenaj

Ttocs

Rodex

Bandor Chair

Bandor File

Bandor Plant

Bandor Barrel

Otrebor

Space Marine

Space Seal

Note: Each Bandor is treated as a separate alien and morphs into the object listed when it stands still.
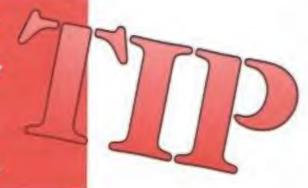
Note: The Space Marine is the normal character you play in single mode. The Space Seal differs only by color allowing two teams of Marines, if desired.

You can play several games at once on a network. At the creature selection screen, type a four digit number to replace the IPX SOCKET number listed at the top of the screen. Make sure that all the players wanting to play together type the same number.

TIP

Select the creature to play and press Enter. You are placed in the first network level and play begins. See the following section, *Network Rules*, for information about playing the game.

Network Rules

The rules for network Corridor 7 are straightforward. The main rules are given below.

- Other players *do not* show up on the Proximity Map.
- Only your mines are visible to you. Additionally, *no* mines appear on the Proximity Map.
- Team Members cannot hurt one another and share a cumulative score.

  Note: Bandors of different types form different teams.
- Every weapon and item, *except* Medic Packs and standard ammo, can be picked up by all players. When you grab an item, it disappears from view. However, all the other players still see the item and can pick it up.
- Medic Packs and Ammo Bays can be used only *once*. When used by any player they become unavailable to all other players.

- If you die, the person (or team) that kills you gets a point. You can return to the current level by pressing space bar. However, all items you previously picked up will not be available. You start with 200 rounds of ammo, your Taser, and your C.A.W.

- When you die, you probably will drop the weapon you currently are using, allowing someone else to pick it up.

- If any player accesses the elevator, all players *currently in the game* are taken to the next level. Any player paused or at the Main menu remains on that level.
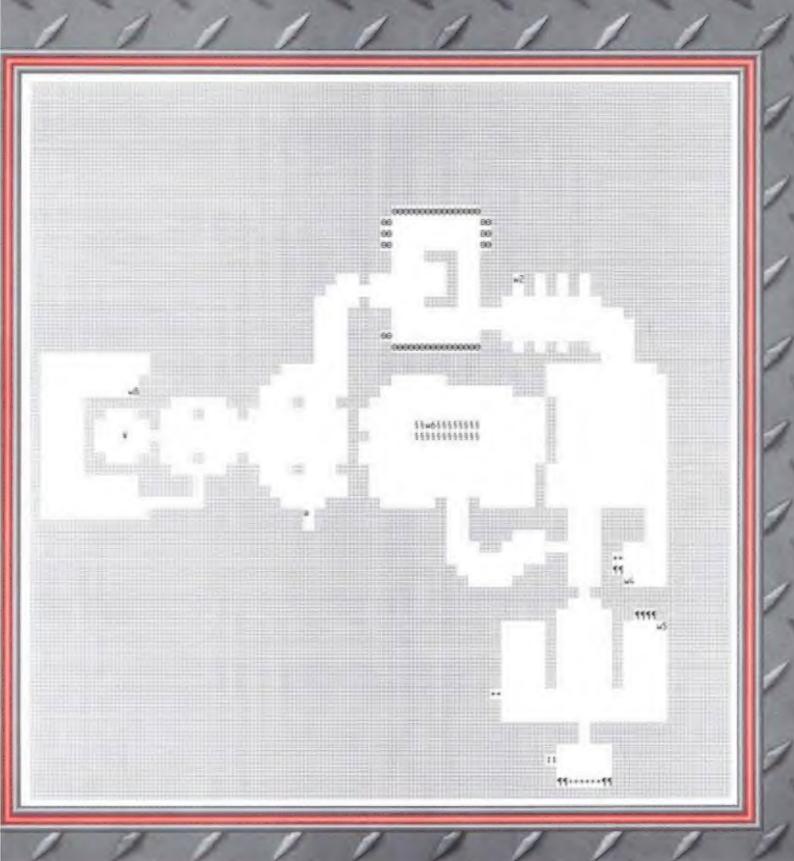
  Note: Players on different levels receive messages like: Movement detected on level 51. This is a cue to move to the indicated level to find other players.
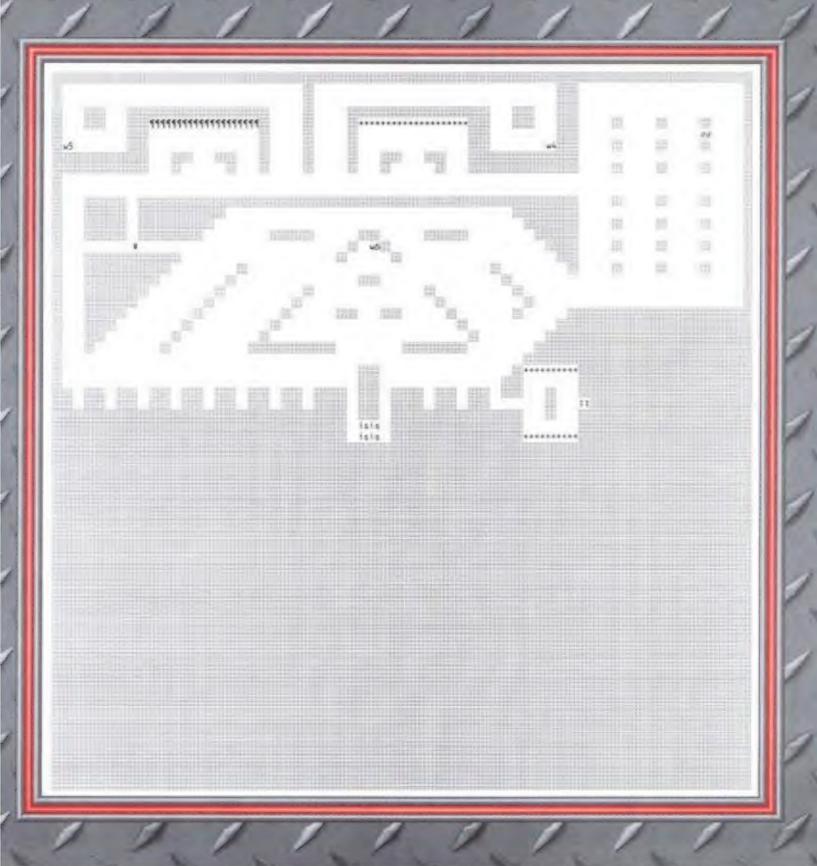
- New players can join the game at any time (just make sure that the IPX SOCKET numbers match). However, new players start on the first level and must catch up to the other players to see any action.

- Pressing Esc to get to the Main menu kills your character, leaving a body on the floor where you stood. Choosing Resume Current Mission from the Main menu revives your character at the same location.

- If a player pauses the game, only his character is paused. The paused character cannot be hurt, but all other players remain active.

- The game ends when all players agree to end it. There is no exit from Network Level 8, so game play could continue indefinitely.
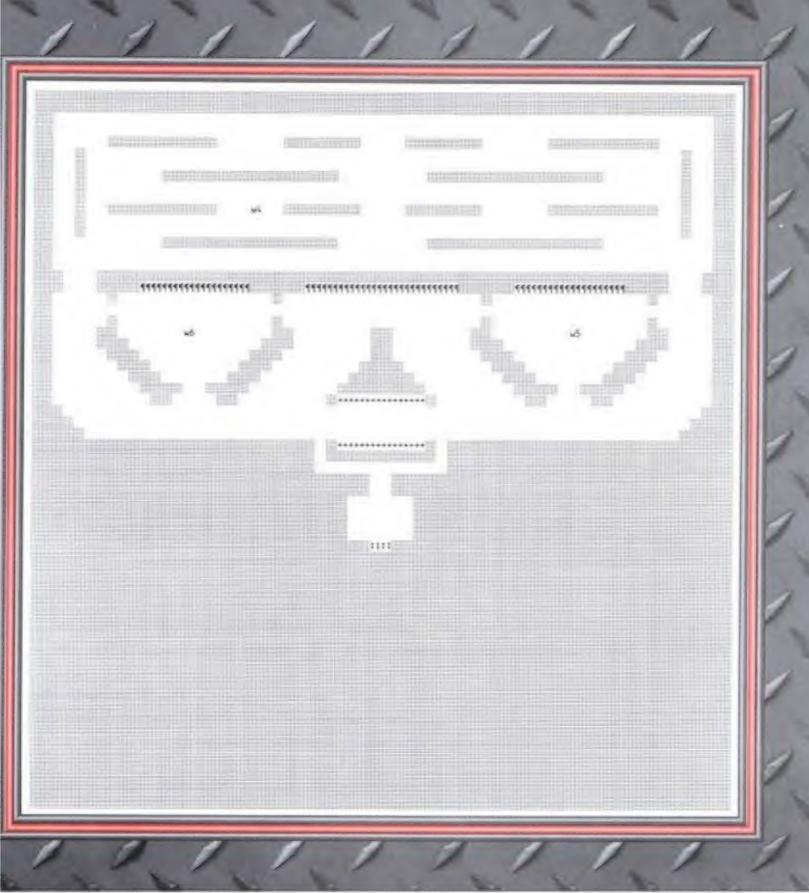
The Network Levels
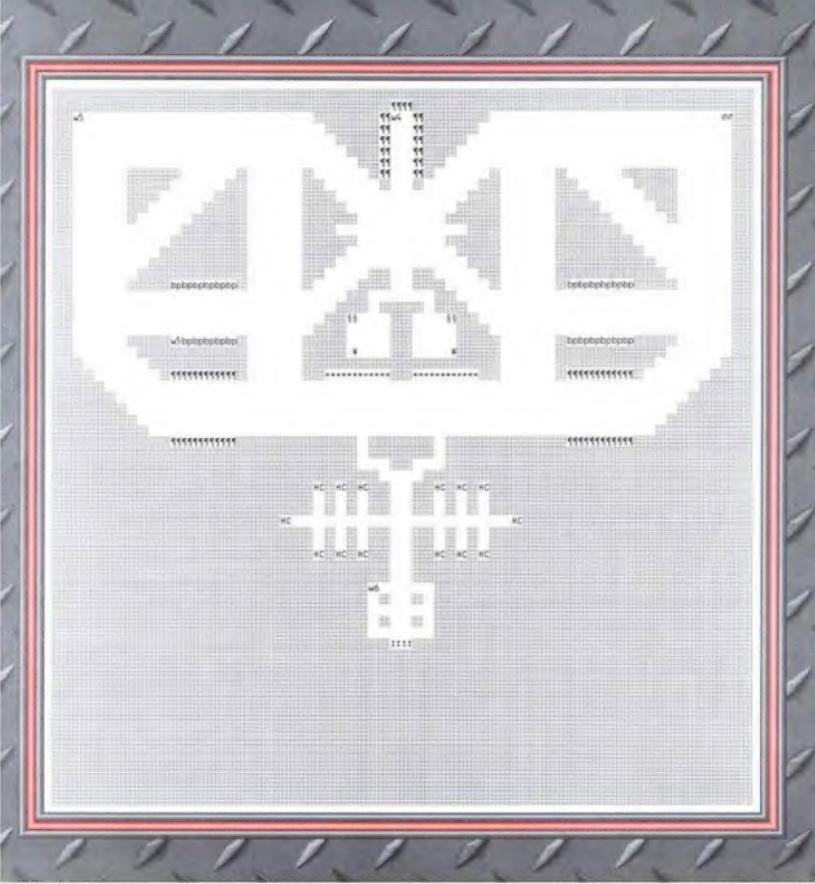
The following pages show the layout of all eight additional network/modem levels. Use the key shown on the following page. (The key is the same for all Corridor 7 levels.)
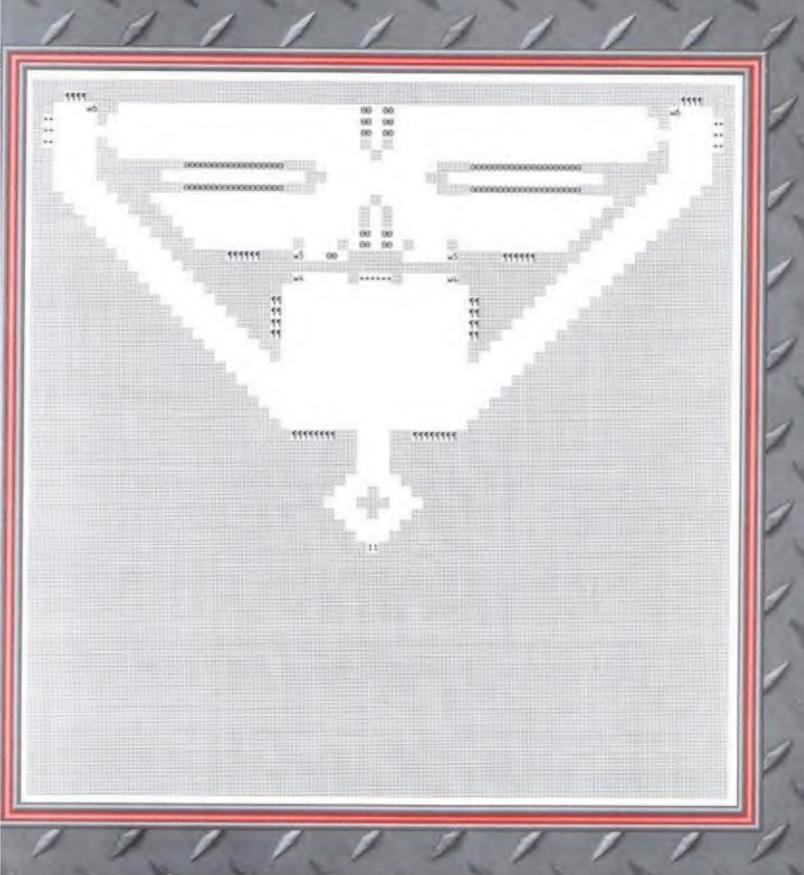
Map Legend for Corridor 7

II	Elevator	P3	Alioprobe (skill level 3)
¶¶	Ammo Bay	P4	Alioprobe (skill level 4)
§§	Infrared Invisible Barrier	pm	Floor Plan (for the Proximity Map)
*	Your starting location	R1	Rodex (skill level 1 & 2)
⚕	Armor	R3	Rodex (skill level 3)
¡	Adrenaline Boost	R4	Rodex (skill level 4)
☼☼	Secret passage (push wall)	sJ	Semaj (CD-ROM levels 31-40)
&&	Computer: Blue Access	SO	SOLRAC Boss
**	Medic Pack wall	T1	TTOCS (1 & 2)
@@	Computer: Red Access	T3	TTOCS (3)
A1	Animated Probe (skill 1 & 2)	T4	TTOCS (4)
A3	Animated Probe (skill 3)	t#	Transporter where # is a number. Entering the transporter
A4	Animated Probe (skill 4)		will transport you to the transporter with the same number
B1	Bandor Alien (1&2)		(CD-ROM levels 31-40)
B3	Bandor Alien (3)	TP	Transporter to next level (CD-ROM lvls 31-40)
B4	Bandor Alien (4)	TY	TYMOK Boss
BE	Boss Eniram (visible)	VT	VORTEX
bp	Battery Pack (for alien weapons)	w2	Weapon: Assault Shotgun
En	Eniram (Marine) Invisible Enemy	w4	Weapon 3: M-343 Tribarrel Power Blaster
ep	Energy pack (Holds Ammo)	w5	Weapon: Dual Blaster
HC	Health Chamber	w7	Weapon: Alien Assault Cannon CD-ROM
I1	Eitak (skill level 1 & 2) CD-ROM lvls 31-40	w8	Weapon: Alien Disintegrator CD-ROM
I3	Eitak (skill level 3) CD-ROM lvls 31-40	WR	Mechanoid Warrior
I4	Eitak (skill level 4) CD-ROM lvls 31-40	xx	Electric Barrier
Is	Invulnerability Sphere	ZZ	Tebazile CD-ROM version
J1	TENAJ (skl 1&2)	ae	Alien Entrance
J3	TENAJ (skill 3)	▨	Wall
J4	TENAJ (skill 4)	⊩⊩	Unlocked door
Nw	Norraw CD-ROM lvls 31-40	md	Proximity mines
O1	Otrebor alien (level 1 & 2)	♦♦	Visor Battery recharge
O3	Otrebor alien (skill level 3)	▥▥	Windowed Wall
O4	Otrebor alien (skill level 4)	▩	Locked door (RED access)
P1	Alioprobe (skill level 1&2)	==	Locked door (BLUE access)

NETWORK LEVELS 4
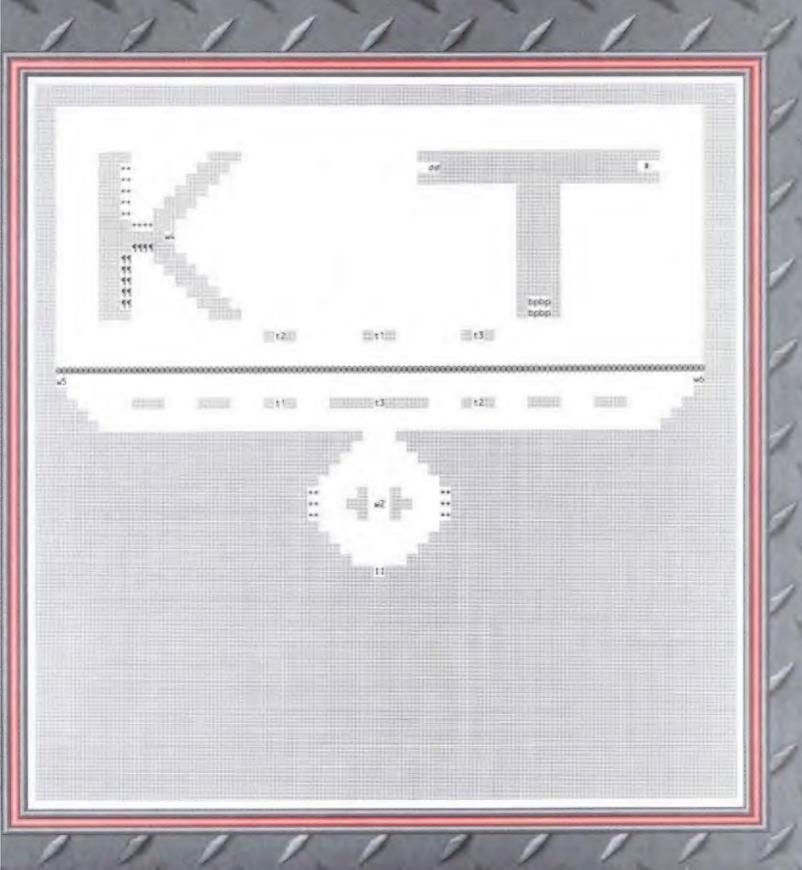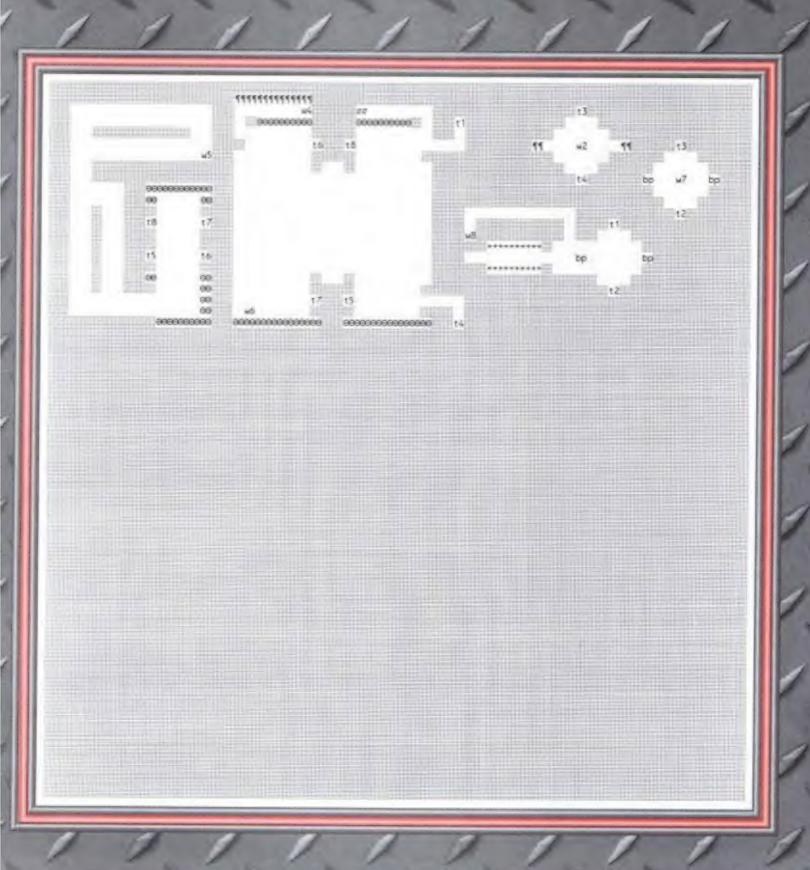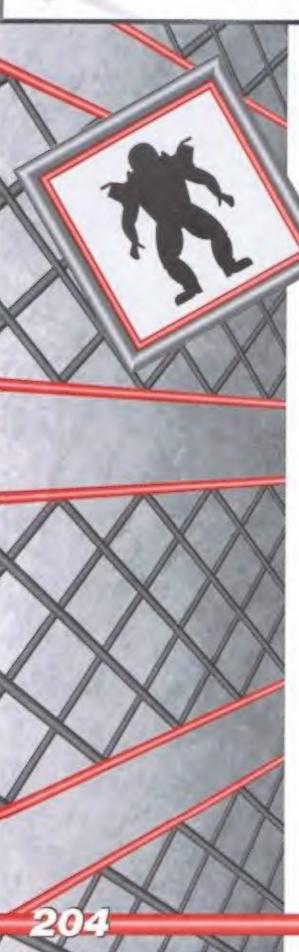
The CD version of Corridor 7 enables you to play against a friend over a modem connection or serial link. The game has eight levels specifically for modem play that include plenty of health, ammo, and weapons.

In modem play, you can be either a Space Marine or one of 10 aliens. When you play as an alien, you inherit the alien's speed, general health, and all special abilities that the alien may have. When playing a Bandor, for example, you morph into an object (chair, file cabinet, plant, or barrel) when you stand still. If you play an Animated Probe you move very quickly.

This chapter leads you through the basics of playing across a modem or serial link.

Note: For the purposes of this chapter, both the modem link and the serial link are referred to as a modem link. Differences, where appropriate are addressed in the following sections.

Running Corridor 7 Over a Modem

You don't have to install the Network option of Corridor 7 to play over the modem. Additionally, you start the game in the same way you do for single play.

The following sections take you through the steps necessary to start a modem game.

Setting Up Your Hardware

From the main menu, choose New Mission and then choose Modem. A Hardware Setup box appears.

To configure your hardware, follow these steps:

1. You first need to select whether you play across a modem or serial link. Use the arrow keys to highlight the correct option and to select it, press Enter.

   Note: To play across a serial link you need a *null modem* cable, connecting the two computers' serial ports. Radio Shack and other electronic stores sell these cables in various lengths. Adaptors also are available to turn a standard serial cable into a null cable.

2. If you use a modem, verify that the Init String sets your modem as follows (the standard Hayes compatible commands are given in parenthesis after each setting):

   No Quiet mode (Q0)

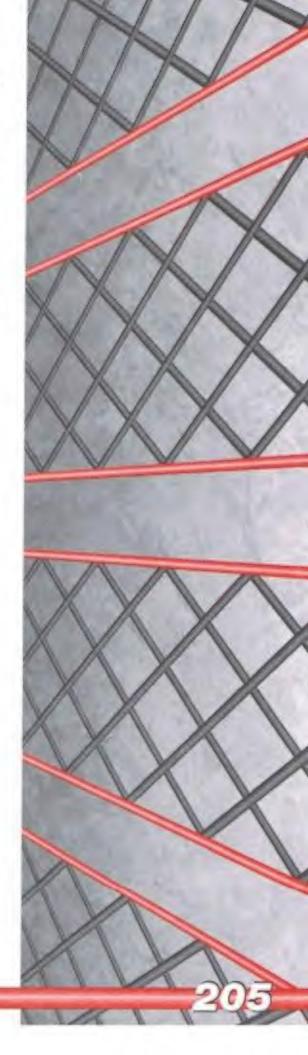   Verbose responses (V1)

   Extended result codes (X4)

   The carrier signal should follow the true carrier (&C1)

   Hang up if the DTR signal is turned off (&D2)

   If you need to change the Init string press Enter, type the new string (begin with **AT**) and press Enter.

3. Choose the appropriate baud rate by highlighting with the arrow keys and pressing Enter. The minimum required speed is 9600. If you use a 14400 or faster modem, you can use speeds up to 19200. Serial link users should select 38400.

4. Select the appropriate COM port and Interrupt (IRQ). Changing the port automatically selects the default interrupt. If your port uses a different IRQ, select it, if you see the IRQ listed.

5. Use the two Custom fields if your COM port has a different base address than the standard COM Ports or a different IRQ than those listed. Type the values in the appropriate boxes.

6. After you configure your hardware, press Esc. You see the Choose a Player Screen. Follow the instructions below to start the modem or serial link game.

Choosing a Player

The next screen (Choose a Player) allows you to choose the creature or Marine that you want to play.

You can choose from the following creatures:

Alioprobe
Animated Probe
Tenaj
Ttocs
Rodex
Bandor Chair
Bandor File
Bandor Plant
Bandor Barrel
Otrebor

Or from the following Marines:

Space Marine
Space Seal

Note: Each Bandor is treated as a separate alien and morphs into the object listed when it stands still.

Note: The Space Marine is the standard character you play in single mode. The Space Seal differs only by color.

Select the creature you want to play and press Enter. You go to the first modem level. For serial link users, actual play begins immediately. See the section, "Modem Rules" for information about playing the game.

Modem users must follow a few more steps to connect the modems before play can begin.

Note: Technically, either player can begin collecting items before the modem connection is made. In the interest of fairness, I recommend that both players stand still until the connection is made.

Connecting the Modems

When connecting two modems to play Corridor 7, one player must call and the other must answer. Corridor 7 automatically sets both modems to answer the phone, so only the caller must perform the following steps:

1. If you are designated as the caller, press Alt+D. The Modem Dial box appears. If you are the answerer, just wait.

2. Using the arrow keys to move between fields, change the Dial Command if necessary. (This should not be necessary unless you don't have tone dialing capability. In this case, change the Dial Command to **ATDP**.)

3. Move to the Phone Number field and enter the number to call.

4. Highlight Dial and press Enter when ready to initiate the call. Corridor 7 dials the number you specify, the other modem answers the phone and the two modems connect.

Note: The answering player's modem should answer the incoming call. If this does not happen, the answering player can force the modem to answer by pressing Alt+A.

5. After the modems connect play can commence.

Note: Besides the Alt+A keystroke mentioned previously, you can use the following keys to control the modem in modem play:

Key	Action
Initialize Modem	Alt+I
Reset Modem (ATZ)	Alt+R
Busy Line/Prevent calls	Alt+B
Disconnect (if connected), Dial if not	Alt+D

Modem Rules

The rules for modem Corridor 7 are straightforward. The main rules are given in the following list:

- The other player *does not* show up on the Proximity Map.

- Only your mines are visible to you. Additionally, *no* mines appear on the Proximity Map.

- Every weapon and item, *except* Medic Packs and standard ammo, can be picked up by both players. When you grab an item, it disappears from your view. However, the other player still can see and pick up the item.

- Medic Packs and Ammo Bays can be used only *once*. After use by either player, they become unavailable to the other player.

- If you die, the other person gets a point (if he had any-thing to do with your death). You can return to the cur-rent level by pressing the space bar. However, all items you previously picked up now are unavailable to you. You start with 200 rounds of ammo, your Taser, and your C.A.W.

- When you die, there is a chance you will drop your cur-rent weapon, which allows the other player to pick it up.

- If either player accesses the elevator, both players, *if currently in the game,* are taken to the next level. If a player is paused or is at the Main menu he remains on that level.

  Note: Players on different levels receive messages like: Movement detected on level 51, which is a cue to move to the indicated level to find the other player.

- Pressing Esc to go to the Main menu kills your charac-ter, leaving a body on the floor where you stood. Choosing Resume Current Mission from the Main menu revives your character at the same location.

- If a player pauses the game, only his character is paused. The paused character cannot be hurt, but the other player remains active.

- The game ends when both players agree to end it. There is no exit from Network Level 8, so game play can continue indefinitely.

The Modem Levels

The layout of the modem levels are identical to levels used in network play. See "Corridor 7 Network Play" in a previous section of this book for the layouts of these levels.

If you have technical difficulties with Corridor 7, read the following sections for help. If you still have problems, contact IntraCorp's Technical Support department. See "Additional Resources" in the following section of this book for information on other support options.

Basic Don'ts

- Don't run Corridor 7 off of a compressed drive (Stacker or DOS 6 compression). The game requires a non-compressed hard drive to run.

- Don't run Corridor 7 from inside Windows. I've been able to do this successfully but the game has intermittent problems and IntraCorp does not support running the game in Windows.

- Don't assume that Corridor 7 should run fine under your current configuration because Game X does. Every DOS program has its own memory and configuration requirements; Corridor 7 is no exception. If you are having problems running under your standard configuration turn to "Using a Boot Disk" later in this Chapter.

- Don't call IntraCorp Technical Support without a detailed description of your problem. Ideally you should be near your machine so that you can try a few things the helpful technician suggests.

Sound Problems

If you are having problems with the sound in Corridor 7, read this section. After finding a description of a similar problem, follow the advice given to attempt to solve the problem.

Sound is Fuzzy or Buzzes

Try running Corridor 7 with the NOXMS and NOEMS parameters. If using both parameters solves the problem, try only one or the other. Generally the NOXMS parameter cures the buzzing problem. (See "Starting Corridor 7" earlier in this book for more information on start up parameters.)

Sound Effects Are Clipped or Cause Fatal Errors

Corridor 7 prefers that your Sound Blaster compatible board be set at address 220 and not be set for the same interrupt as another device.

If you are getting frequent fatal errors like Uncached sound check both of these settings. If possible set the address to the default 220. If this is not possible, check the status of your BLASTER environment variable to verify that it contains A### where ### is the address to which the card is set. Also check to make sure that the card is not configured to use the same interrupt as another device.

Note: Most Sound Blasters can use interrupt 7 despite the fact that the parallel port uses this interrupt also.

Some non-Sound Blaster cards do not automatically set up the BLASTER environment variable. If you do not have a line in your AUTOEXEC.BAT file that begins S E T B L A S T E R = , add one. This line resembles:

```
SET BLASTER=A220 I7 D1 T#
```

The number after the letter A is the base I/O address (default is usually 220).

The number after the letter I is the interrupt that the card uses (default usually 7).

The number after the letter D is the number of DMA channel used (usually 1).

The number after the letter T defines what type of Sound Blaster (standard, Pro, 16 bit, etc) the card is configured to emulate. See your card's documentation for more information on this setting.

See your sound card's documentation for more help on configuration and the BLASTER variable.

I Can't Hear the CD Music

In order to hear the CD Music while playing Corridor 7, the following must be done:

- The game must be configured to play the CD Music. Use the SETUP program to do this.

- The line out of your CD-ROM player must be connected to your sound card. This is typically accomplished by a cable inside the computer. See your sound card and CD-ROM player documentation for more information.

Most CD-ROM players and/or sound cards come with an audio CD player application. (Windows uses an application called Media Player.) If you can use these applications to listen to audio CDs, you should be able to hear the CD Music.

> *Listen to tracks 3, 5, 7, and 9 on an audio CD player. The music is quite good. Beware of playing track 1, the bursts of noise could have adverse effects on your speakers and/or hearing.*

TIP

Memory Problems

There are quite a few problems related to not having enough memory. You will need to increase your memory if

- The game does not start when you type CORR7 from a DOS prompt.
- You want to run in full-screen mode but cannot.
- You continually get PML_GiveLRUPage errors.
- You are playing the CD version and do not see any of the animation sequences.

Remember that both versions of Corridor 7 require at least 590K of free RAM, with at least 2M total RAM. Additionally, you need 610K free for the disk version and 622K free for the CD version if you want to run the display full-screen.

Note: You must use a third party memory manager like Quarterdeck's QEMM to get 622K free. DOS's memory management software cannot achieve this amount of free RAM.

Note: You need to have at least 256K of EMS memory to see the animation sequences. If you do not see the animated Capstone logo when you first start the game, the other sequences will not play.

You can determine the amount of memory you have by typing **MEM** and pressing Enter at a DOS prompt. The MEM command will display something similar to the following:

```
Memory Type          Total  =  Used  +   Free
................     ........  ........    ........
Conventional          640K        27K        613K
Upper                  91K        36K         55K
Reserved              384K       384K          0K
Extended (XMS)     15,269K       545K     14,724K
................     ........  ........    ........
Total memory       16,384K       991K     15,393K

Total under 1 MB      731K        62K        669K

Largest executable program size       613K (628,080 bytes)
Largest free upper memory block        55K  (56,320 bytes)
MS-DOS is resident in the high memory area.
```

The "Largest executable program size" value shows how much conventional RAM you have free (590K needed). The first value next to "Total memory" shows how much total memory your system has (2048K needed).

If you do not have enough free memory read the following section on creating and using a boot disk.

Using a Boot Disk

To run Corridor 7 effectively, you may have to resort to a boot disk. A boot disk is a floppy disk that you use to boot your system instead of booting from the hard drive. This enables your system to boot using a different configuration set up especially for Corridor 7.

Creating a Boot Disk

Format a floppy disk in your A: drive by typing

```
format a: /s
```

at a DOS prompt. This formats the disk and allows it to boot your computer.

The next thing you need to do is create basic CONFIG.SYS and AUTOEXEC.BAT files. The minimum recommended files are as follows:

CONFIG.SYS

```
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE RAM
BUFFERS=20
FILES=40
DOS=HIGH,UMB
SHELL=A:\COMMAND.COM /p
```

Note: Setting Files to a minimum of 40 is recommended to be able to run Corridor 7 and save missions.

Note: Be sure to add a line for your CD-ROM driver if you are using the CD version of Corridor 7. Such a line usually resembles:

```
DEVICEHIGH=C:\CDROM\MTMCDAE.SYS /D:MSCD001
```

AUTOEXEC.BAT

```
PATH=C:\DOS;C:\CORR7  ...
SET BLASTER=A220 I7 D1 H5 P330 T6
LH C:\DOS\SMARTDRV.EXE
```

Note: The SMARTDRV line is optional but may help performance on slower systems.

Note: Be sure to add a line for your CD-ROM driver if you are using the CD version of Corridor 7. Such a line usually resembles:

```
C:\DOS\MSCDEX /D:MSCD001 /M:08 /L:F /V /E
```

This line should precede the SMARTDRV line.

Using the Boot Disk

After you have created your boot disk, put the disk in drive A and reboot your computer. Try running Corridor 7 under this new configuration. If it still will not run, you may have to tweak your setup a bit more. Try getting rid of SMARTDRV first.

Note: Use DOS's MEMMAKER program to help get the most memory out of your configuration. After booting with your new boot disk, type **MEMMAKER** at the A: prompt. See your DOS manual for more information on using MEMMAKER.

Using Multiple Boot Configurations with DOS 6.x

If you are using DOS 6.x, you can use its multiple configuration feature instead of a boot disk. See *Configuring Your System* in your DOS User's Guide for more information on multiple configurations.

Note: It may be easiest to start with a boot disk when trying to set up multiple configurations in DOS. After you get the configuration finalized, simply copy the CONFIG.SYS and AUTOEXEC.BAT files to the proper configuration blocks.

Network Problems

Corridor 7 will run on any IPX compatible network, including Novell NetWare, NetWare Lite, and Lantastic. You need to make sure that you have any drivers required by your network card and an IPX driver loaded before you start the game.

Note: You do not have to be logged on to the network; however, all machines must be connected and running an IPX driver.

I Don't Have Enough Memory!

Sometimes you can be a little short of memory after loading the network drivers. Remember that you don't have to load all the drivers, just any network card specific drivers and IPX. On NetWare 3.12, for example, you don't have to load NETX.COM.

See "Using a Boot Disk" if you need help coaxing more memory out of your configuration.

The Network Slows to a Crawl When We Play Corridor 7

Corridor 7 sends a lot of information over the network when you play. Unfortunately, all this information can dramatically increase the amount of traffic on the whole network. This can result in other users (who aren't playing) to experience a noticeable slowdown in the network.

First, consider *not* playing on a system that is relied upon for productivity (like the one at your work), or play only during off-hours.

Second, limit the number of players for each game. The more players, the more information, the greater the effect on the network.

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Technical Support is available through
IntraCorp's Customer Service department,
Monday through Friday, 9am - 6pm, Eastern
time. Write down any error codes you experience before calling. Also, it is helpful if you can
arrange to be near your computer when you
call.

Software Creations BBS

Software Creations is one of the largest bulletin
boards in the country. Corridor 7 files are available in File Section 156.

1200/2400 V.42 MNP
(508) 365-2359

2400-14.4 HST US Robotics
(508) 368-7036

2400-16.8 V.32/V.42bis US Robotics
(508) 368-7139

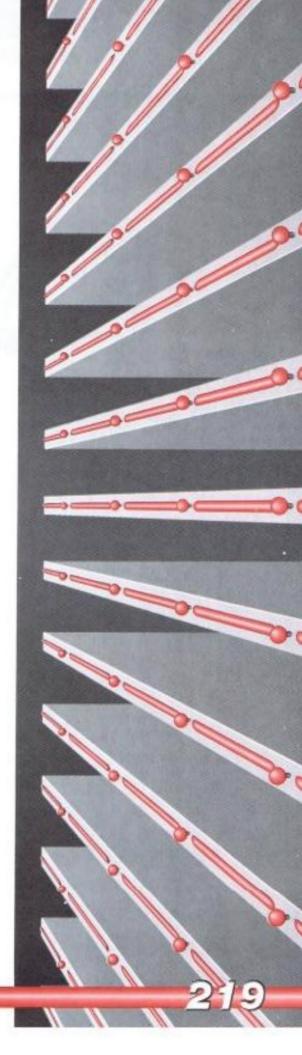14.4-28.8 V.32/V.42bis/V.fc Hayes Optima
(508) 365-9352

14.4-28.8 V.32/V.42bis/V.32terbo/V.fc US
Robotics
(508) 368-3424

GAMERS Forum on CompuServe

The GAMERS Forum (GO GAMERS) on
CompuServe covers all types of computer
games. Discussions and files on Corridor 7 can
be found in sections and libraries 7 (Action
Games) and 8 (Action Game Aids).

PC Games Forum on America Online

AOL will soon have a section about Corridor 7
and Capstone. Choose the keyword PC
Games. Then choose Industry and Capstone.

What's on the CD-ROM?

The Capstone PC-compatible CD-ROM is packed with demos of 3 games and a catalog of Capstone games. The self-running catalog of Capstone games gives you information on dozens of games.

Corridor 7 is, of course, the game you already know about. This is a demo version, and you must register your copy to receive all the levels.

Operation Body Count is a 3-D, first-person action-adventure game where you are armed with an Uzi and must take out the bad guys. It features big weapons, lots o' blood, and a variety of bad guys. This is a demo version, and you must register your copy to receive all the levels.
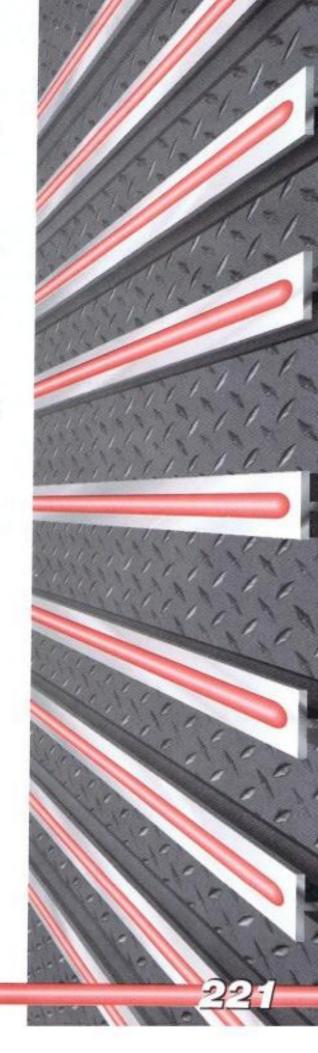
Zorro shows a self-playing demo of the exciting adventures of the hero as he swashbuckles his way across the western plains. Zorro features VGA graphics, excellent sound, and heavy action. You may need to run the setup program to activate the sound effects.

Installing the CD-ROM

Insert the CD into the CD-ROM drive. From DOS, select the drive by typing the letter for your CD-ROM followed by a colon. If your CD-ROM drive uses drive D, for example, type **d:** (d followed by a colon).

To see the contents of the drive, type **dir** and press the Enter key. A list of files on the CD-ROM will appear on-screen. The file you are looking for is INSTALL.EXE. To install the demos, type the word **install** and press the Enter key. An installation menu appears.

You can enter a new path and new drive to install the game, or you can use the defaults. Simply highlight the option you wish to change, press Enter, and then type the new drive or path into the appropriate field. When you're ready to install a demo game, press F10.

Playing a Demo Game

After the files are copied to your hard disk, you're ready to play, and you don't need the CD-ROM to play the demos.

Change back to your hard disk by typing **c:**. Change to the desired directory (Corridor 7 in this example) by typing **cd \capstone\c7demo**, type **run,** and press Enter. Your game will be up and running in no time. You do the same for the other games and the catalog. Here are the default directories the CD-ROM installs to:

Corridor 7	\CAPSTONE\C7DEMO
Operation Body Count	\CAPSTONE\BCDEMO
Zorro	\CAPSTONE\ZORDEMO
Capstone Catalog	\CAPSTONE\CATALOG

You will find the file RUN.BAT inside each of these directories. This is the file you need to execute to start the demos.